



"The Hall of Egress" 1034-227 Original Board



Date 05/22/15

- ☒ Board Team Final 05/22/15
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Tom Herpich

Animation Studio
SAEROM

ADVENTURE TIME



Page 0

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	BY TOM H.
Action:	
Timing:	

EPISODE # 1034-227

Production :

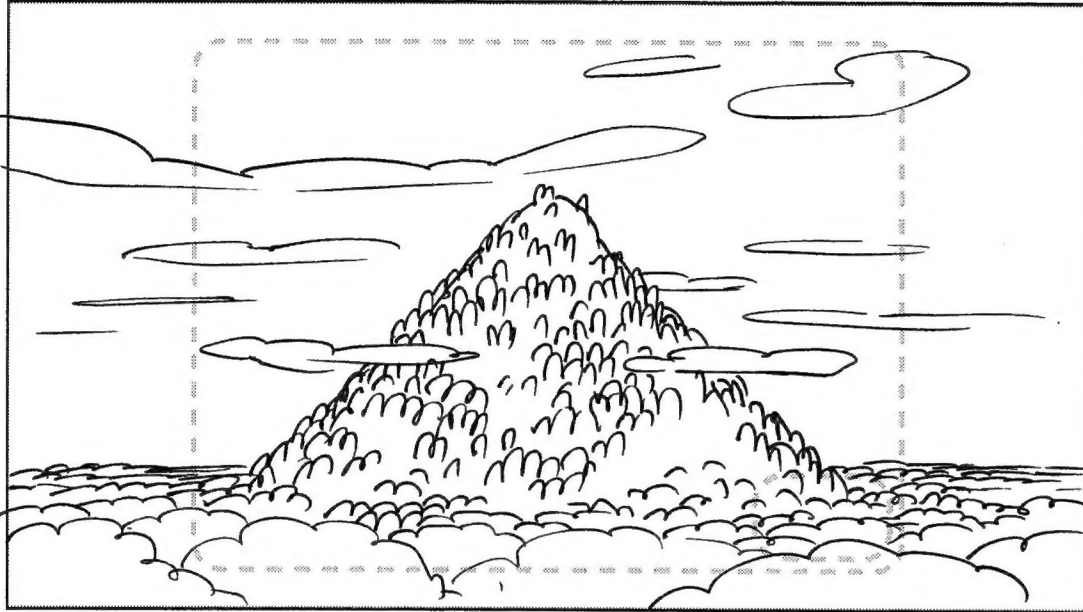
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ADVENTURE TIME



Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



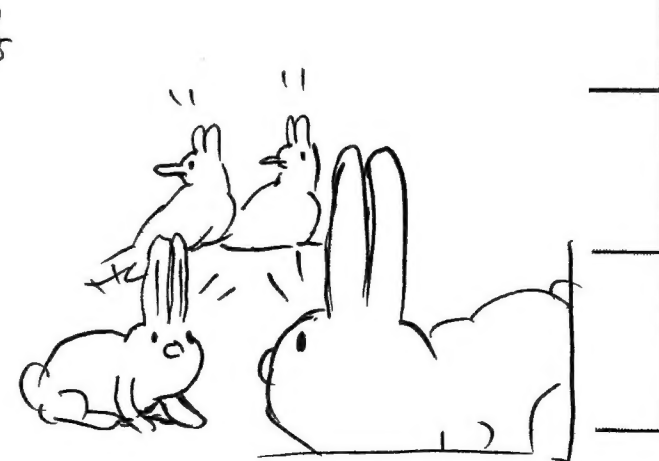
Dialog: JAKE: (OS) *huff puff*
remember... *huff puff*
last time we were out
this way?

Action:

Timing:

JAKE: (OS) it was right after →

-Animals are
spooked to hear F+J approach



EPISODE # 1034-227

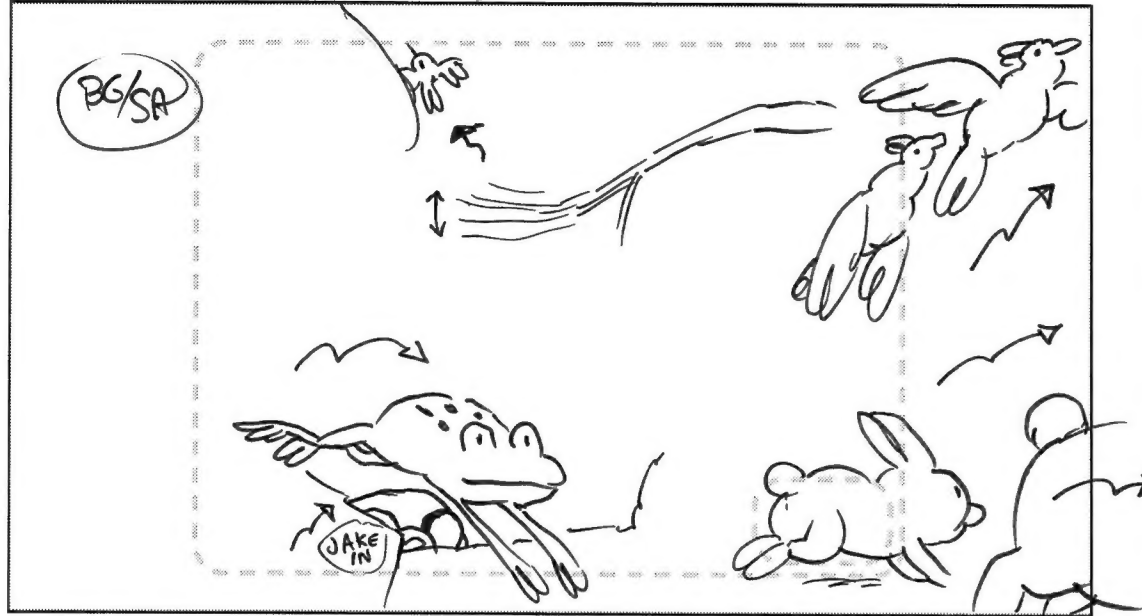
Production :

ADVENTURE TIME

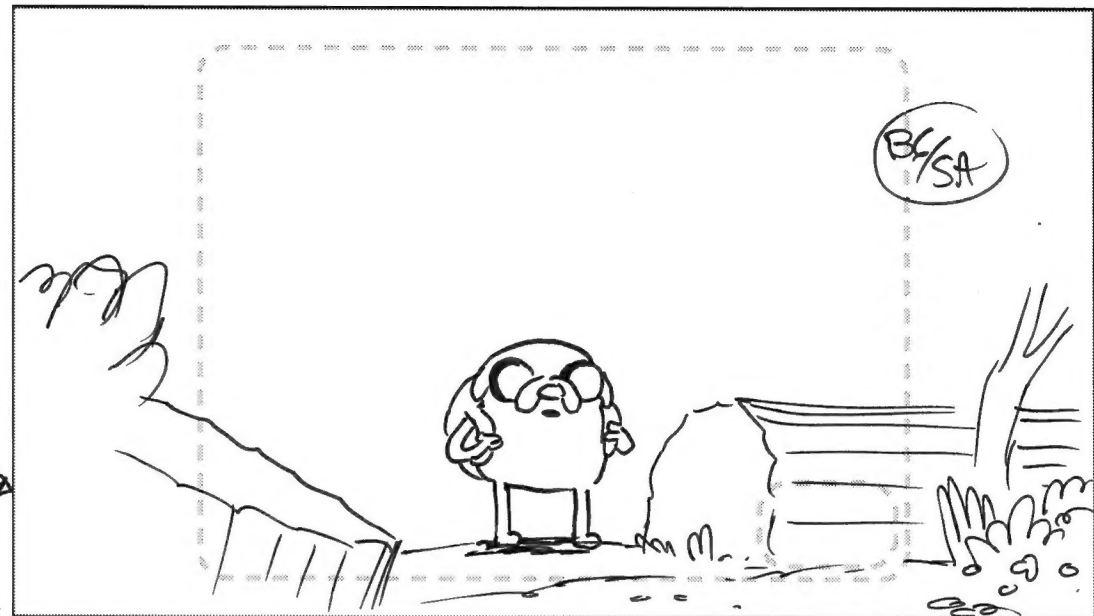


Page 2

Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog:

(JAKE!) → you messed things all up with Flame Princess.

Action:

- Animals run away from Finn & Jake.

Timing:

EPISODE # 1034-227

Production :

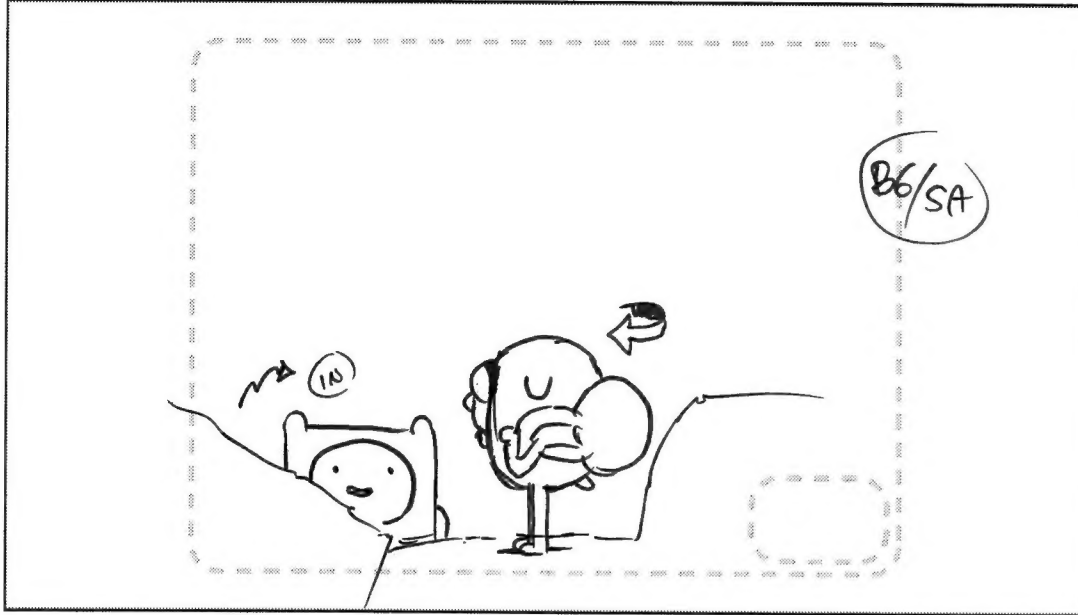
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ADVENTURE TIME



Page 3

Sc. 2 Pnl. D Bg. day night



Sc. 3 Pnl. A Bg. day night



Dialog:

(F:) Haha - yeah, that sucked.

ALT: Haha - yeah, that stank.

Action:

- Finn walks up the mountainside.

Timing:

(FINN:) But then we found the
Dungeon Train, remember?



- Finn looks back down
the mountain.

EPISODE # 1034-227

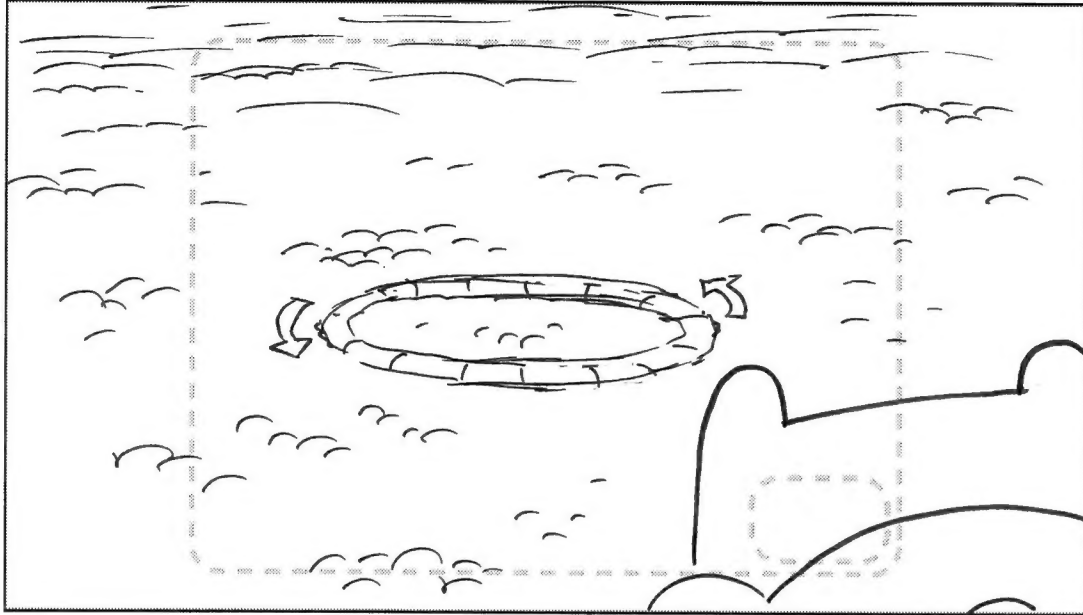
Production :

ADVENTURE TIME

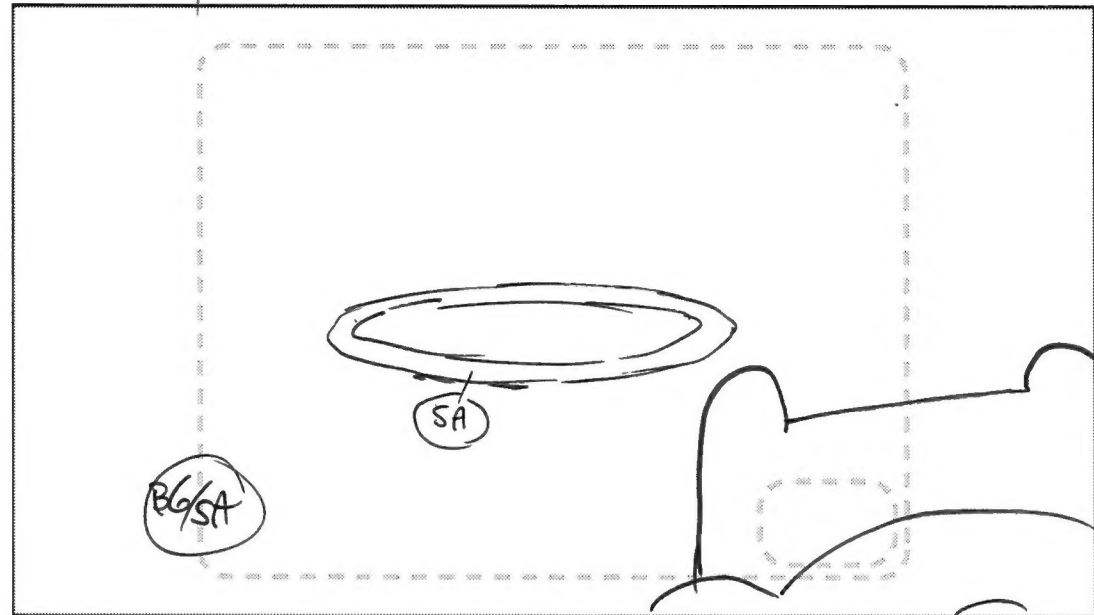


Page 4

Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog:

(F:) That was awesome.

(JAKE:) ... No it wasn't.

Action:

- Dungeon train runs in a circle.

Timing:

EPISODE # 1034-227

Production :

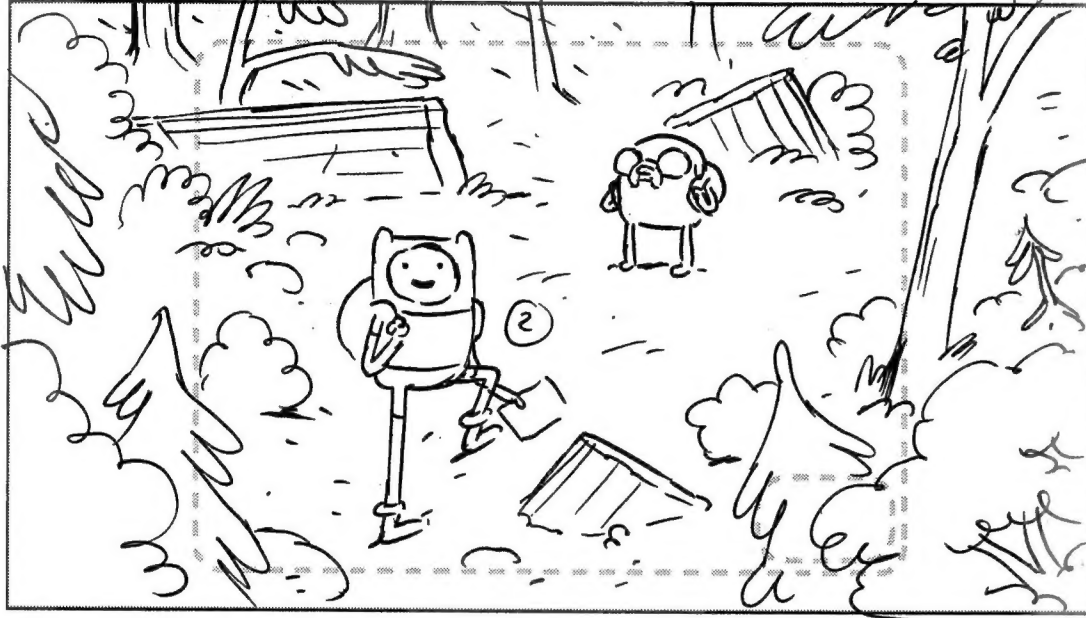
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ADVENTURE TIME

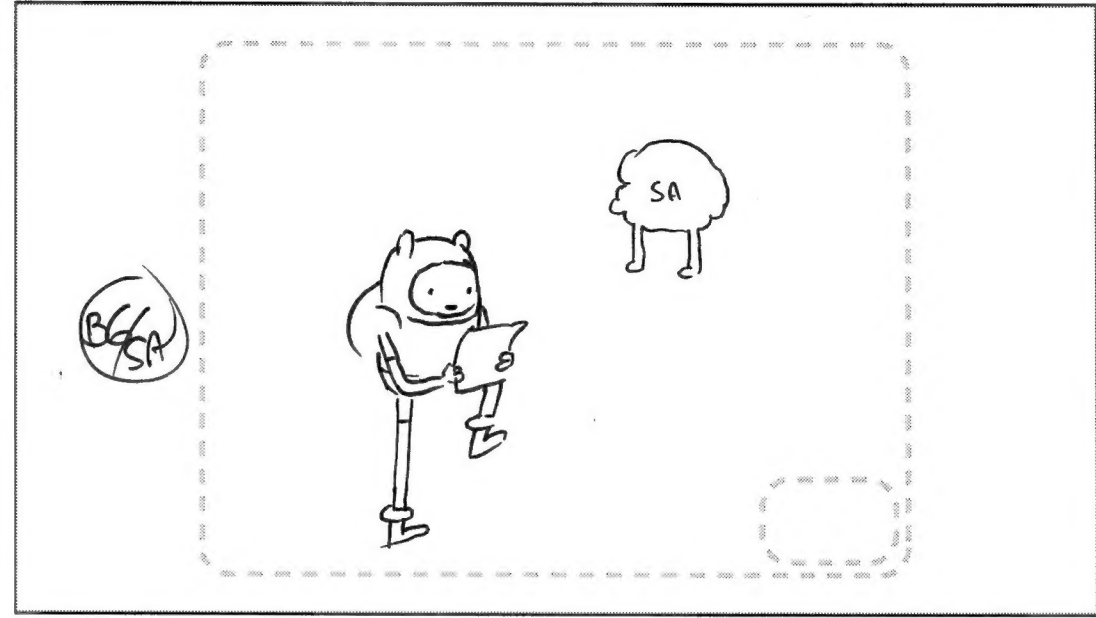


Page 5

Sc. 5 Pnl. A Bg. day night



Sc. 5 Pnl. B Bg. day night



Dialog:

(FINN:) Sure it was.

(F:) Anyway, Flambo's brother's map →

Action:

-Finn looks at his map.

Timing:

EPISODE # 1034-227

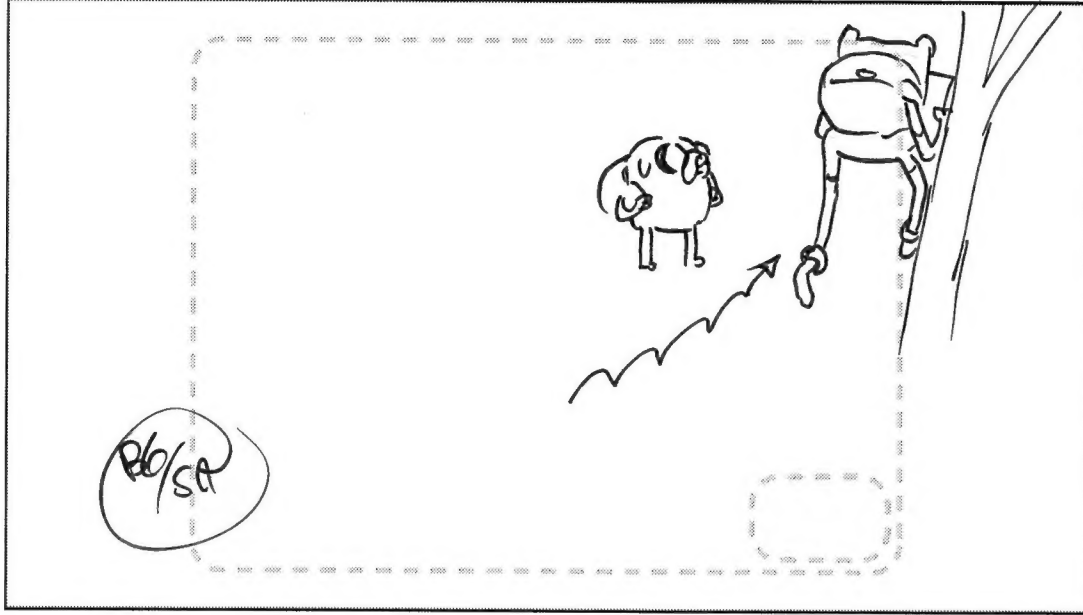
Production :

ADVENTURE TIME

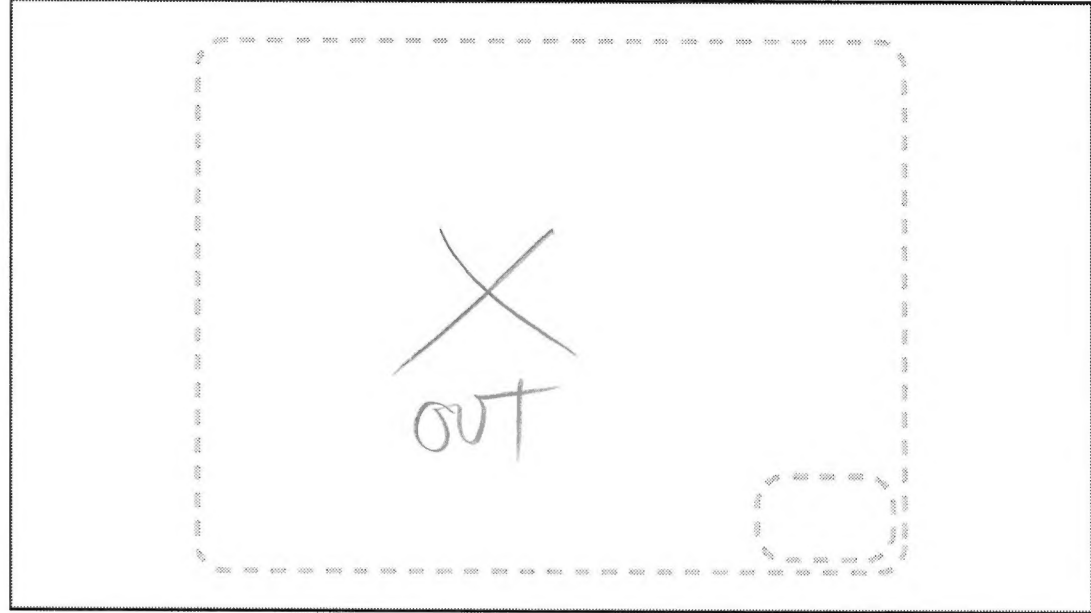


Page 6

Sc. 5 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) → says the weird
cave should be, →

Action:

- Finn walks up the mountain while looking
at his map.

Timing:

1054-227

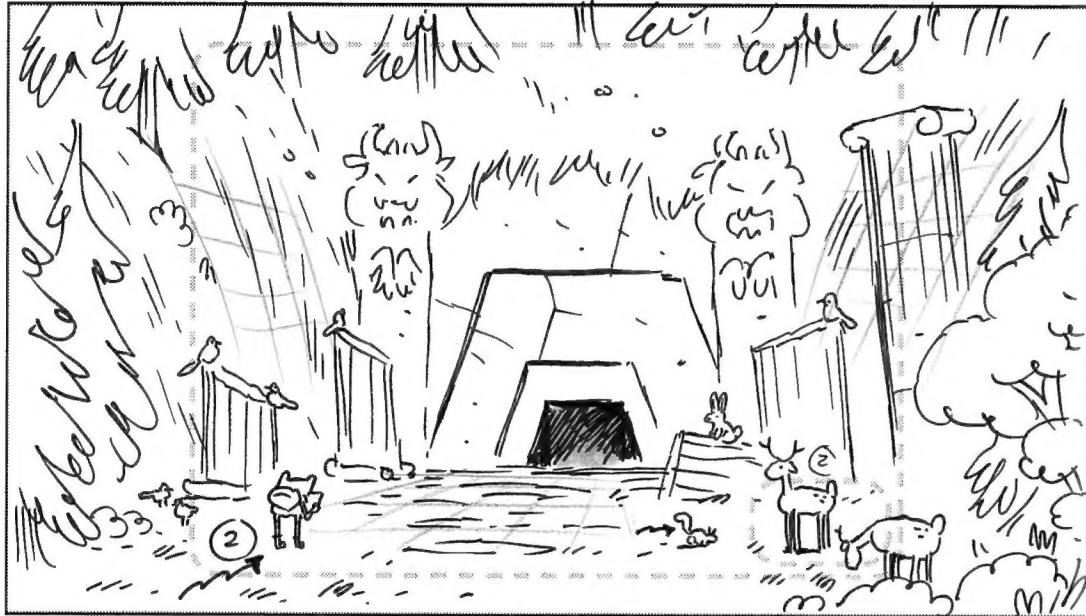
EPISODE #

Production :

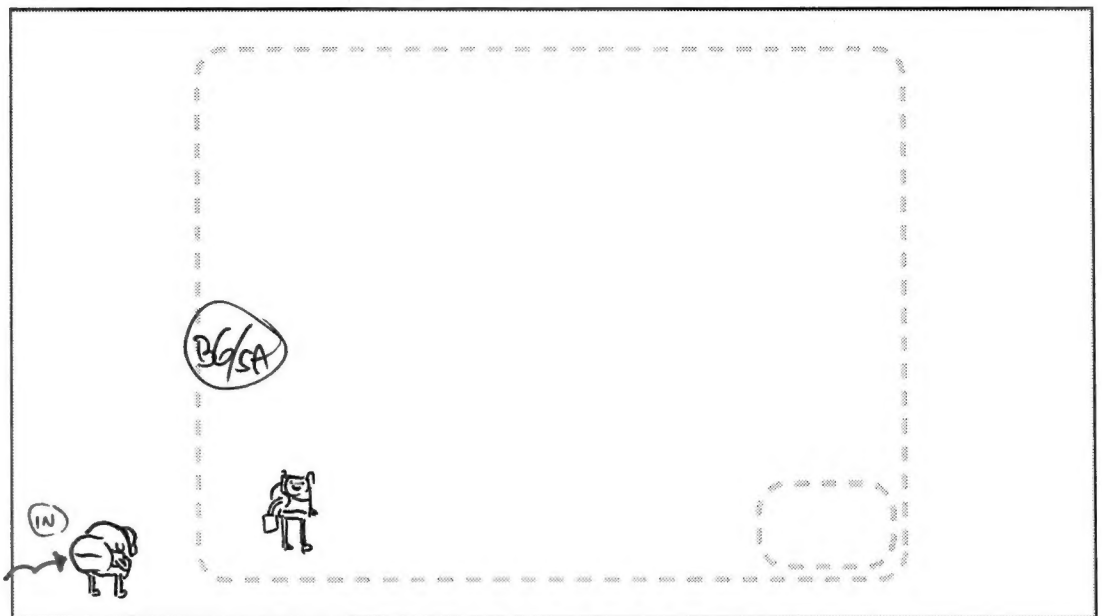
ADVENTURE TIME

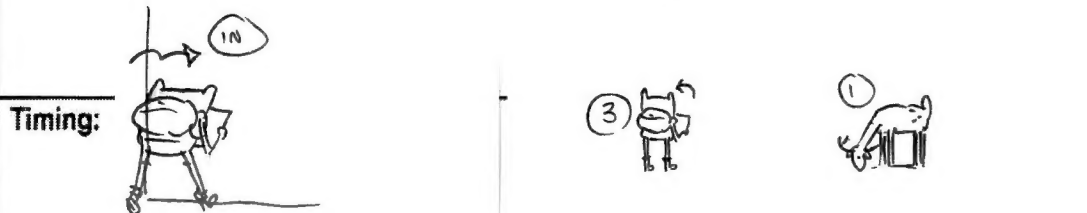


Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night



Dialog:	(FINN) → like, right, over (3) SFX: zelda discovery chime	(F.) Ah- it's right here, hehheh -
Action:	- Finn walks in looking at his map, then looks up.	
Timing:		
	- Finn looks back as Jake walks in.	

EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 8

Sc.

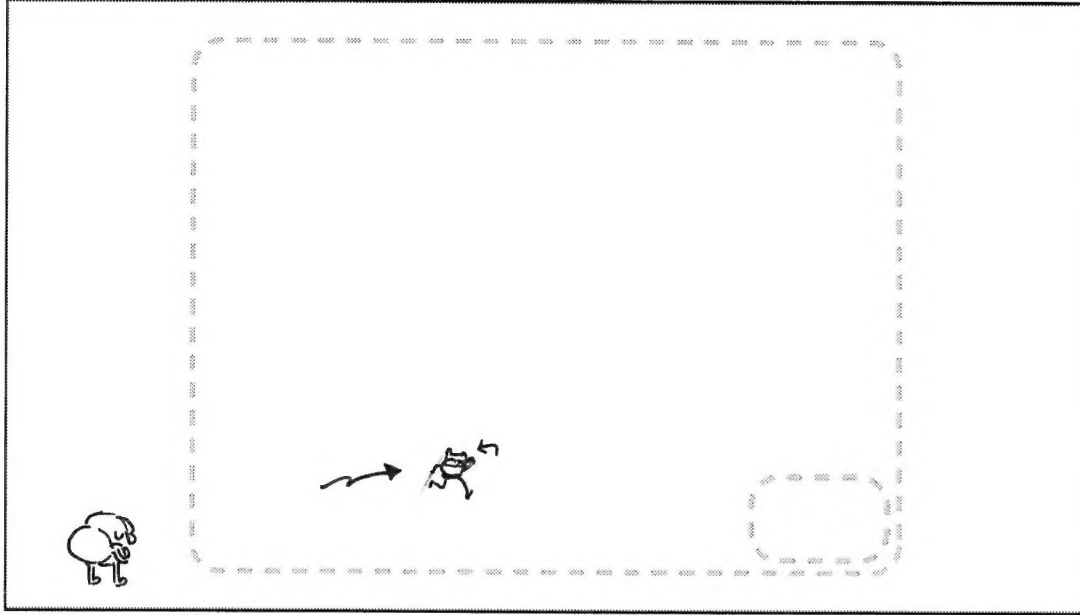
6

Pnl.

C

Bg.

day night



Sc.

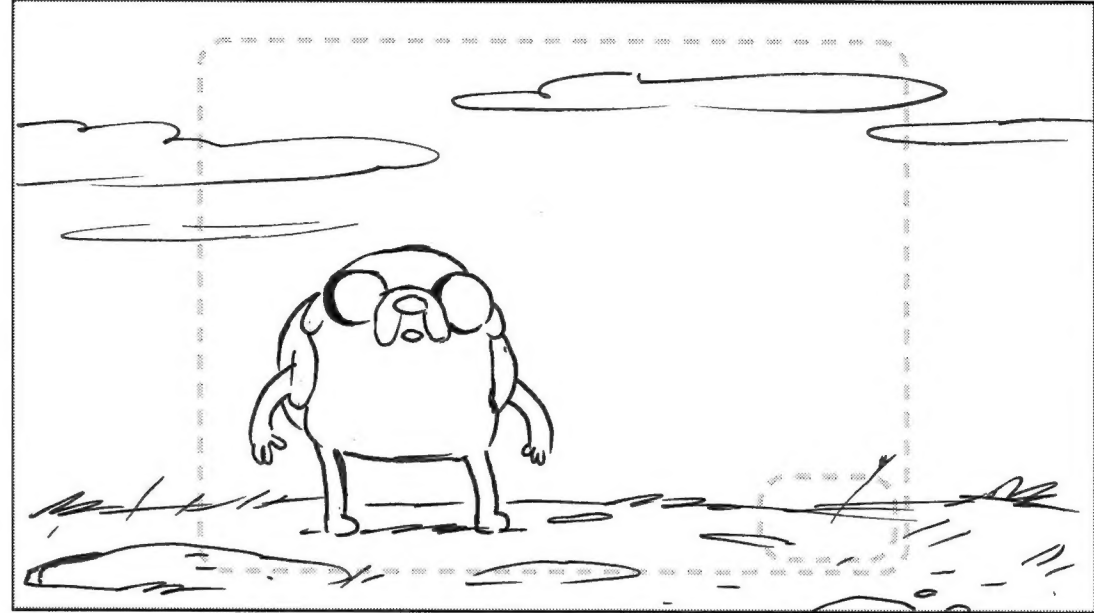
7

Pnl.

A

Bg.

day night



Dialog:

(F:) c'mon Jake!

(JAKE:) okay hold on, →

Action: - Finn puts map into his backpack while running towards cave.



Timing:

EPISODE #
1034-227

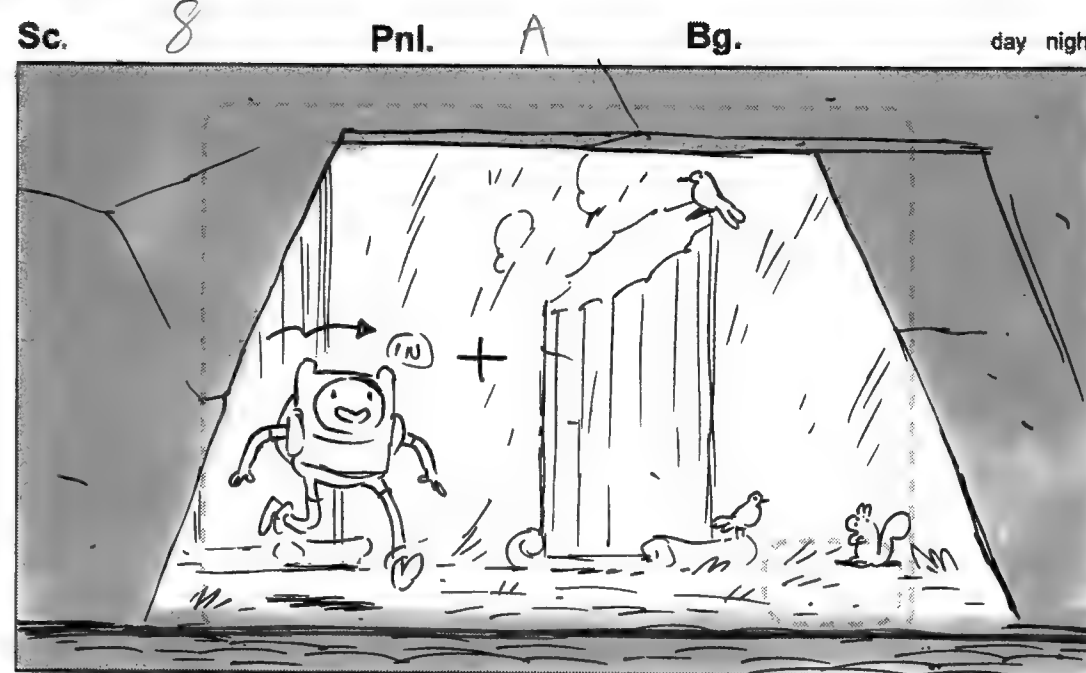
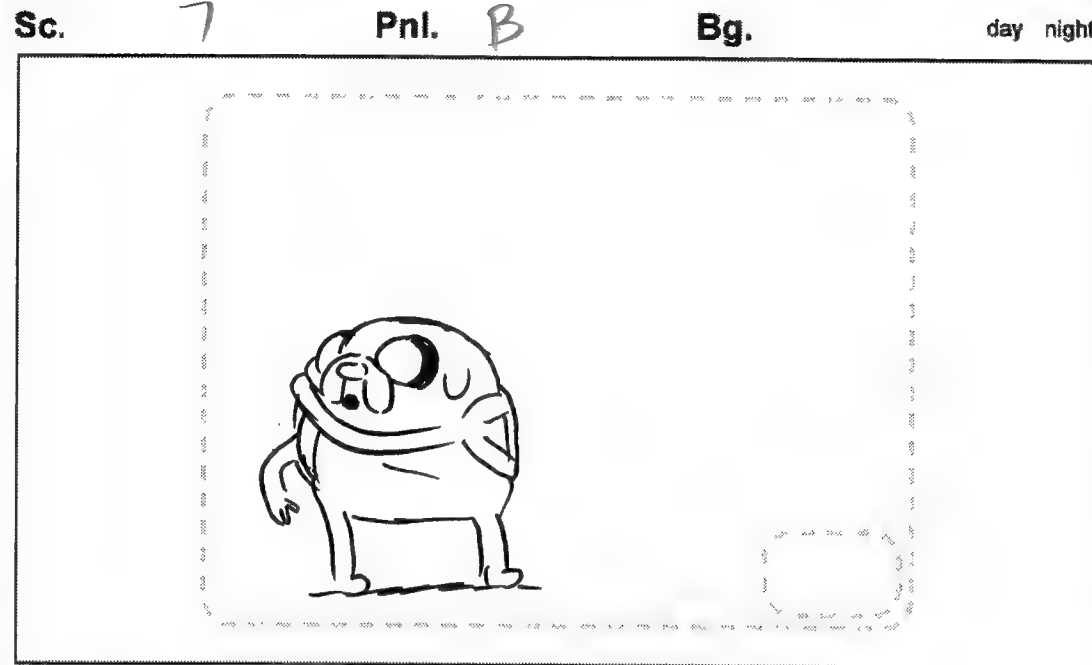
Production :

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ADVENTURE TIME



Page 9



Dialog: (J:) → lemme get out my sidewalk chalk, →

(J:) (os) I wanna write all over the walls in there.

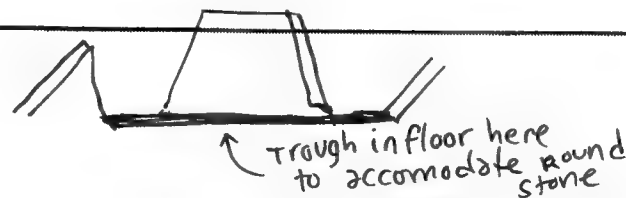
Action:

- Finn runs up to the temple threshold.

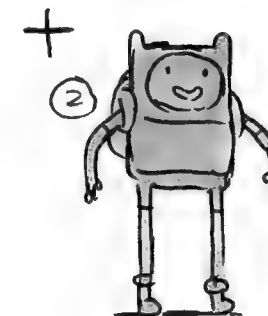
Timing:



↑ BAB
Jake rummages in his backpack



↑ Trough in floor here to accomodate round stone



1034-227

EPISODE #

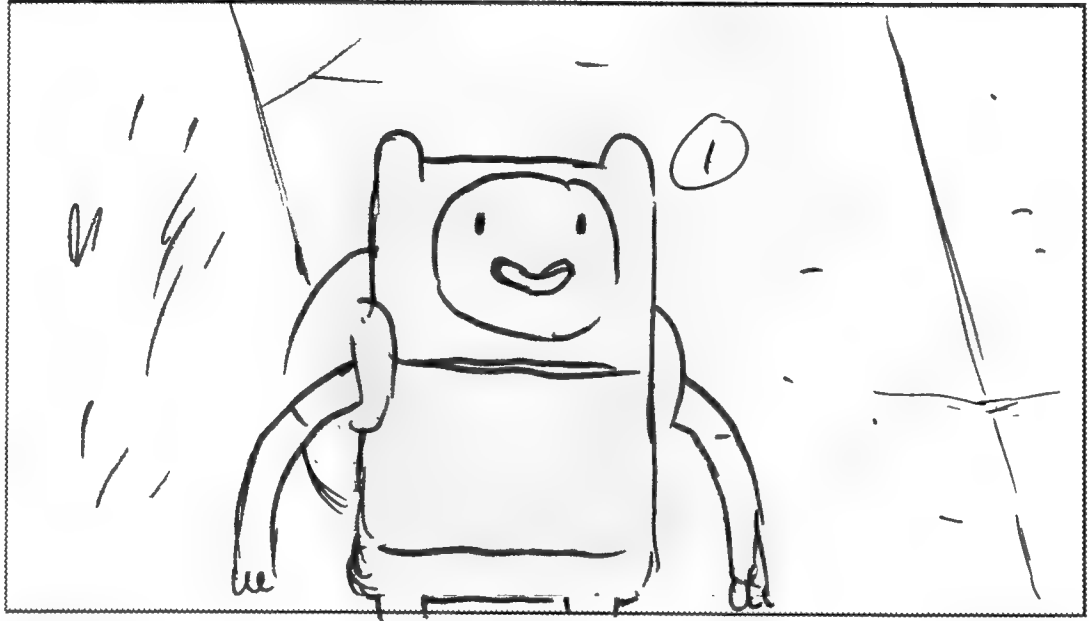
Production :


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ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night Sc. 9 Pnl. B Bg. day night



Dialog:	<p>(F. 2) What? (3) You can't use that stuff in here -</p>  <p>- Finn looks back at Jake.</p>
Action:	
Timing:	

1034-227

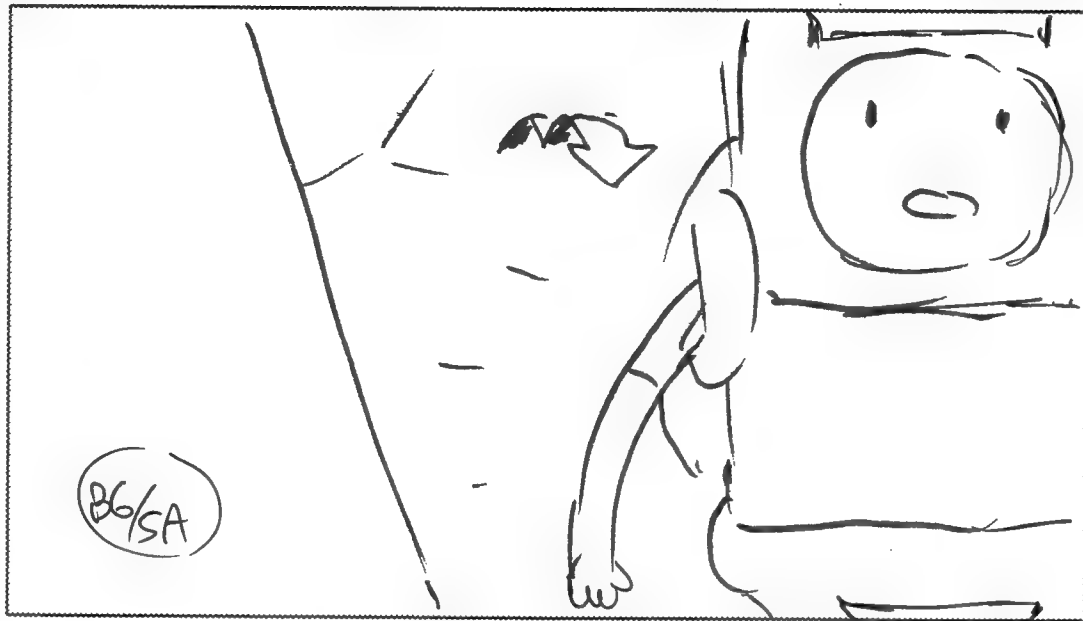
EPISODE #

Production :

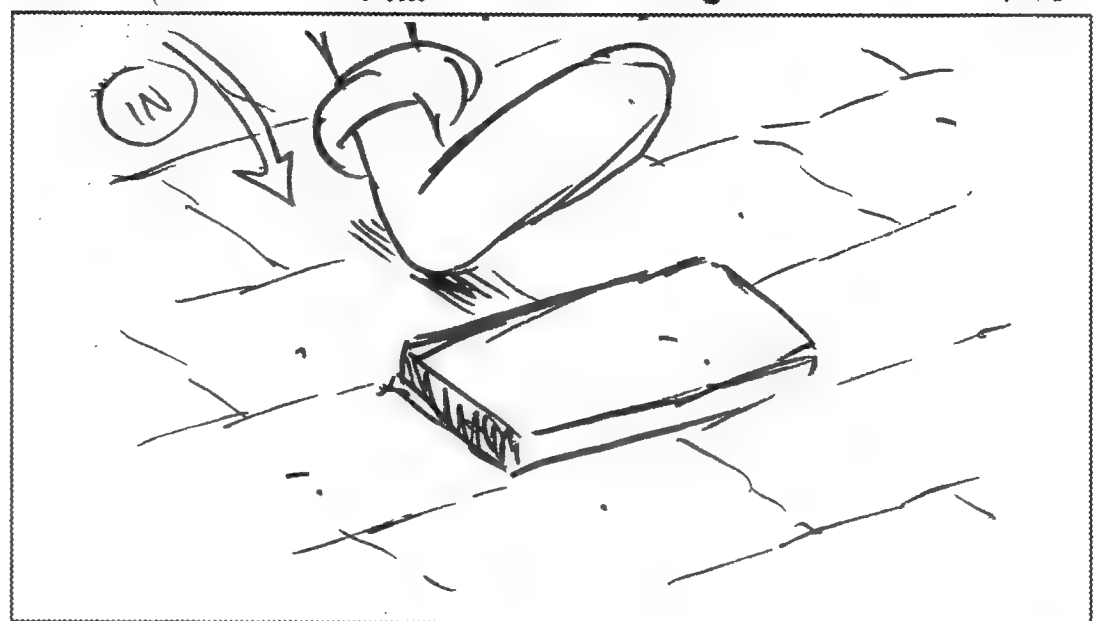
ADVENTURE TIME



Sc. 9 Pnl. C Bg. day night



Sc. 10 Pnl. A Bg. day night

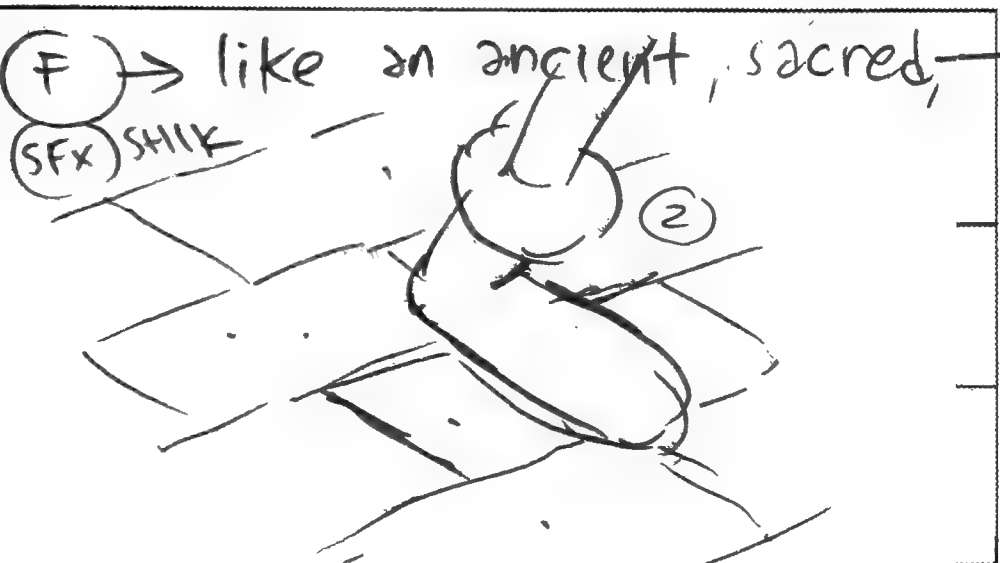


Dialog:

(F) → This is →

Action:

Timing:



EPISODE # 1034-227

Production :

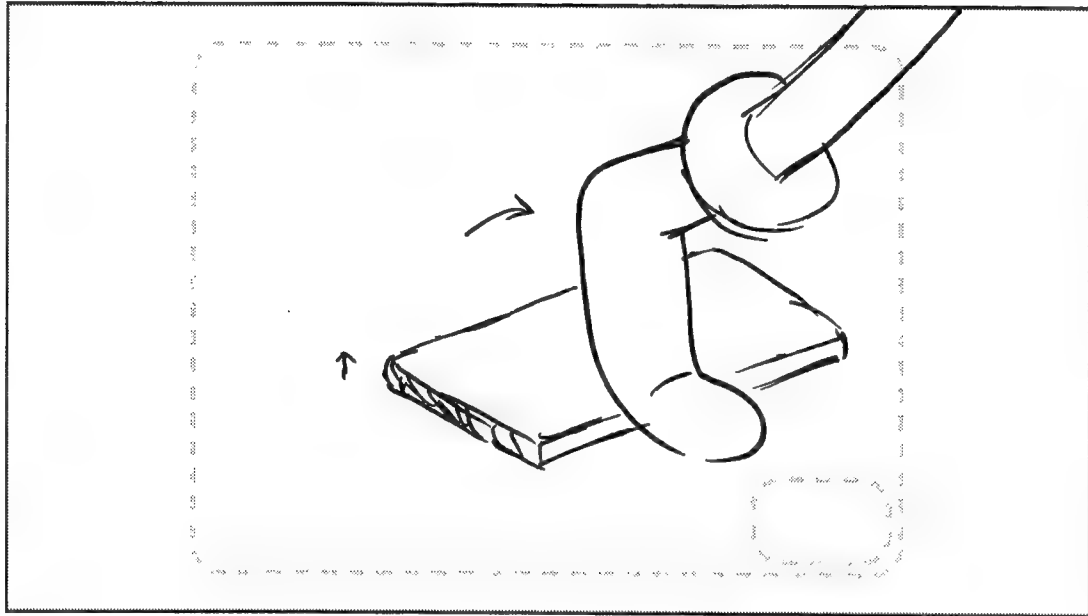
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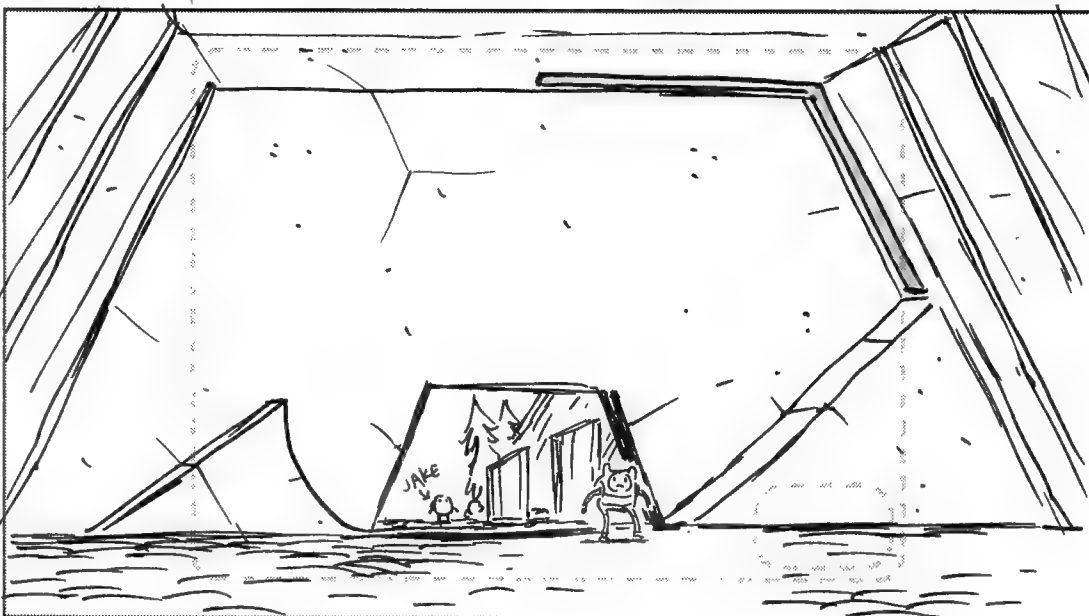
ADVENTURE TIME



Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:	(SFX) RRRRRR → (FINN) temp --	(SFX) RRUMBLE !!
Action:	- trap trigger raises slightly as Finn's foot steps off.	
Timing:		

EPISODE # 1034-227
Production :

ADVENTURE TIME



Page 13

Sc.

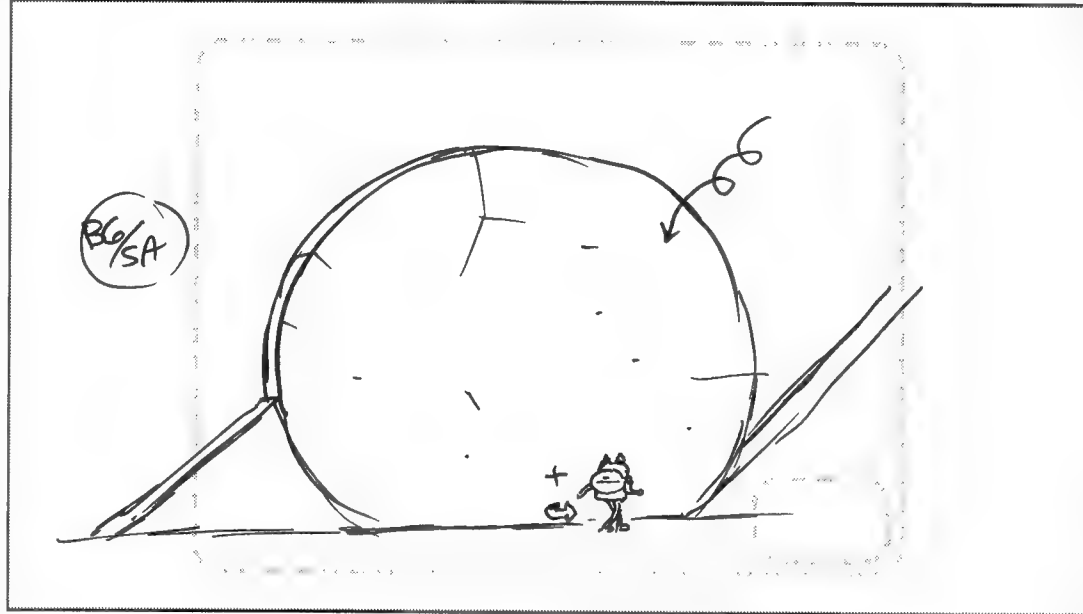
11

Pnl.

B

Bg.

day night



Sc.

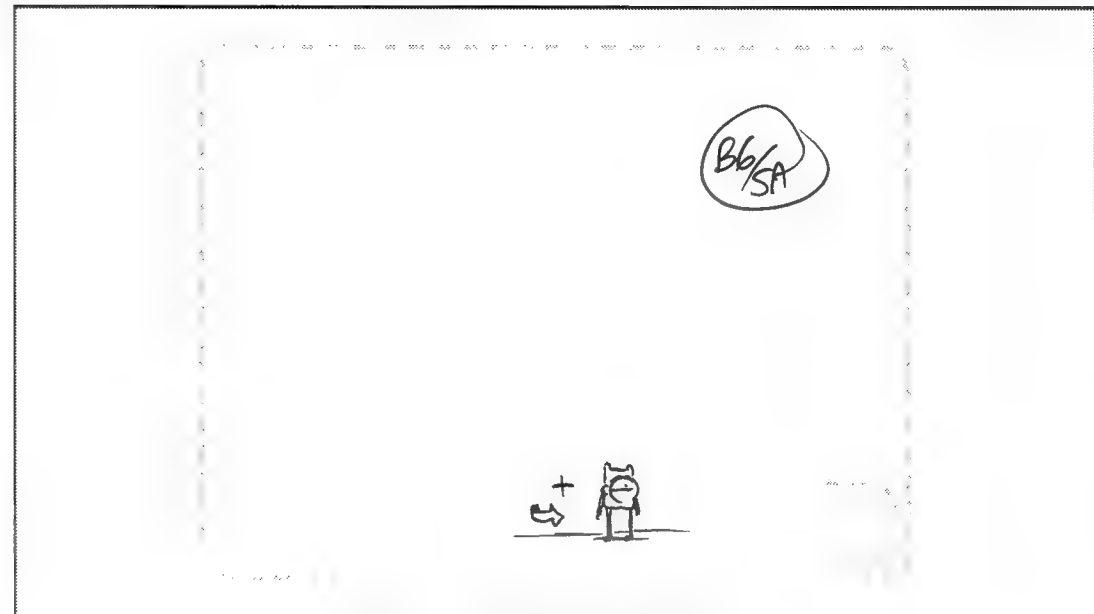
11

Pnl.

C

Bg.

day night



Dialog:

(SFX:) RRUMBLE! SMASH!

Action:

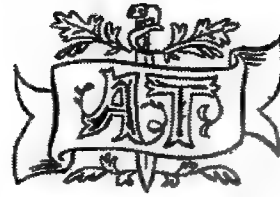
- Stone wheel rolls in from the ceiling.
- Finn looks back, startled.

Timing:

EPISODE # 1034-227

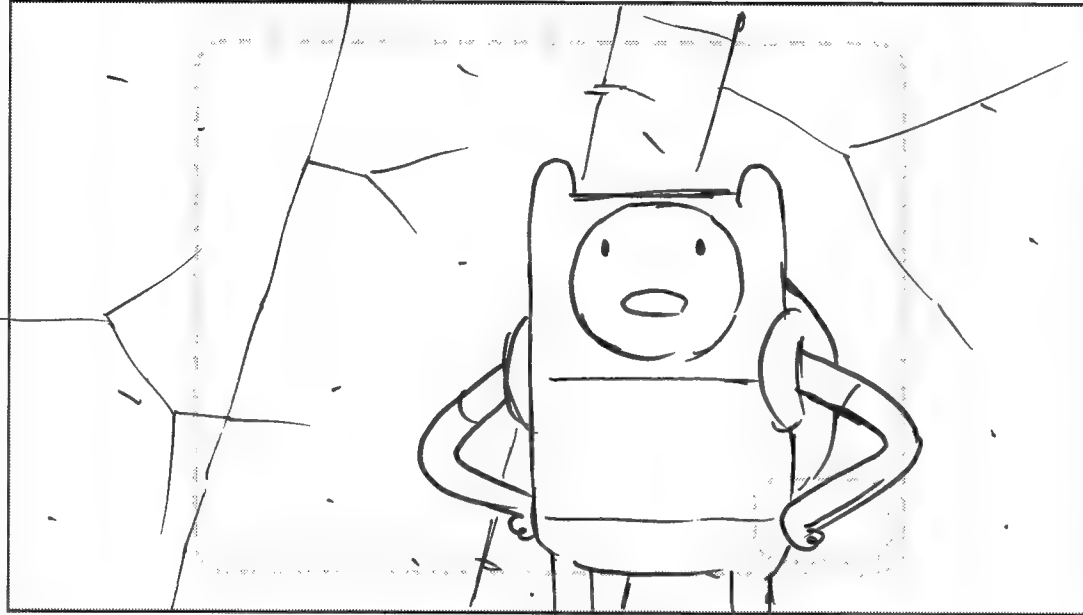
Production :

ADVENTURE TIME



Page 14

Sc. 12 Pnl. A Bg. day night



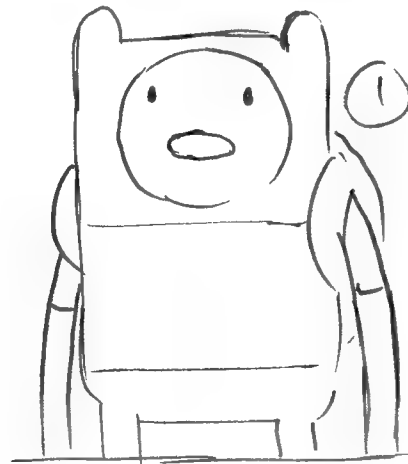
Sc. 12 Pnl. B Bg. day night



Dialog: F: Oh, Well, now, that's just great.

Action:

Timing:



EPISODE # 1034-227

Production :

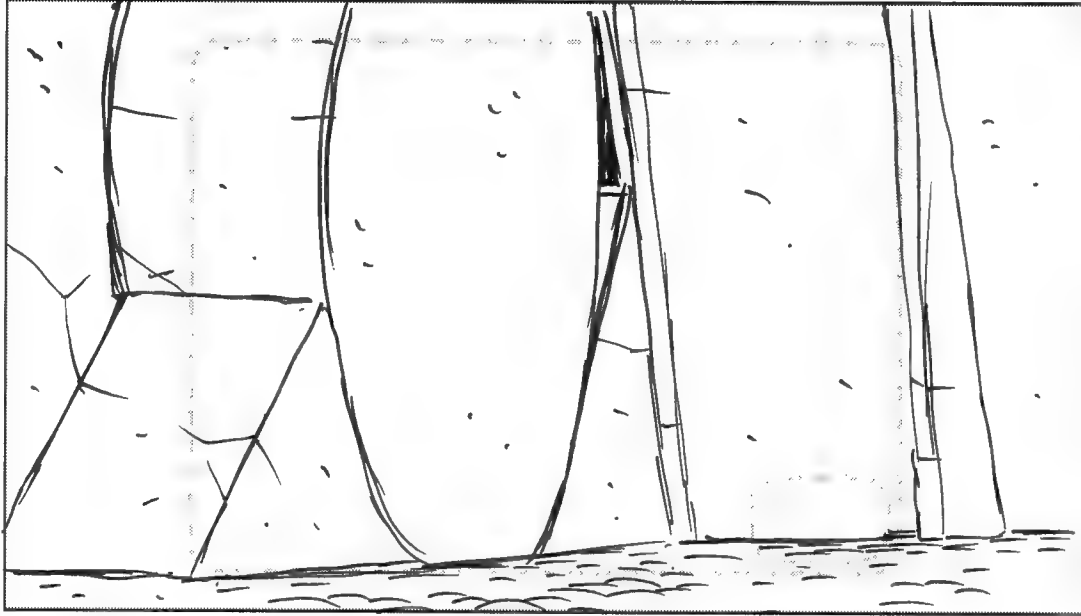
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ADVENTURE TIME

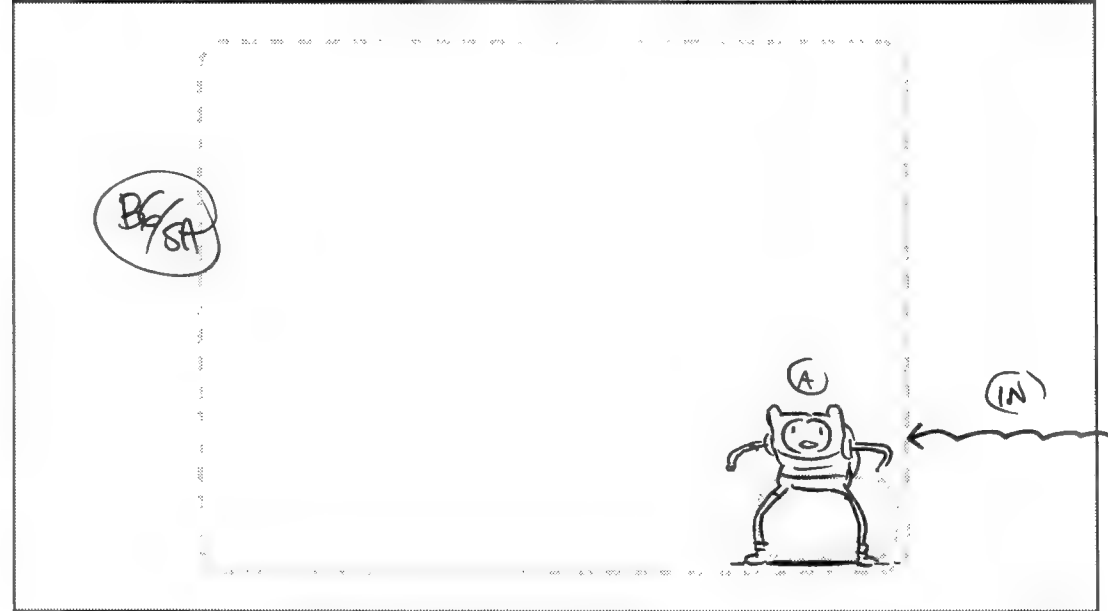


Page 15

Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog:

(FINN:) You don't put traps in
the "foy-yeh" -

Action:

WALK CYCLE: AB AB etc.

Timing:



EPISODE #

1034-227

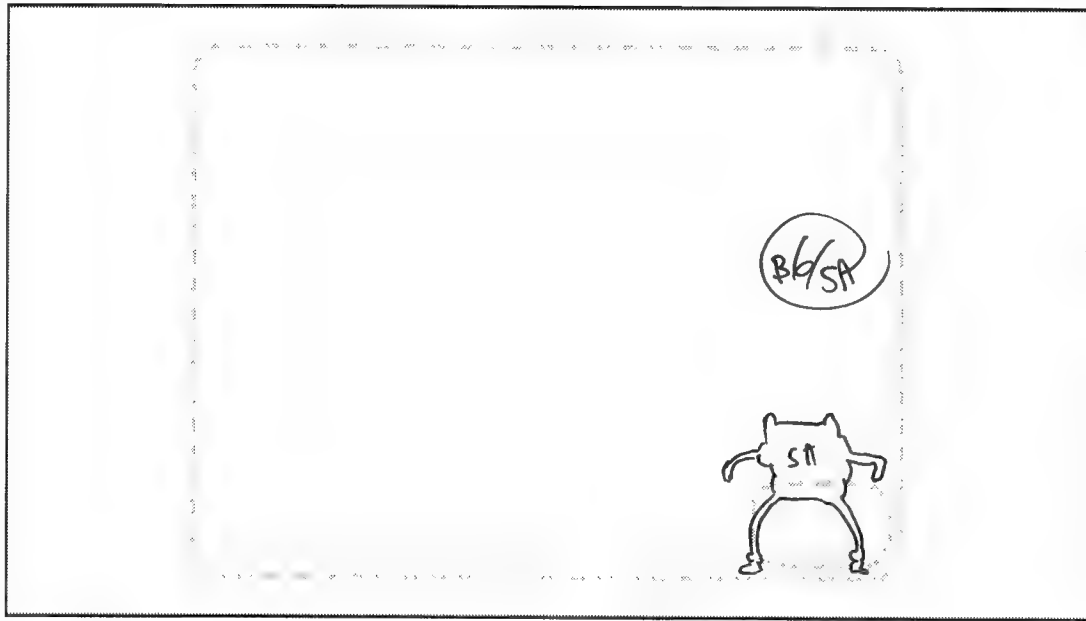
Production :

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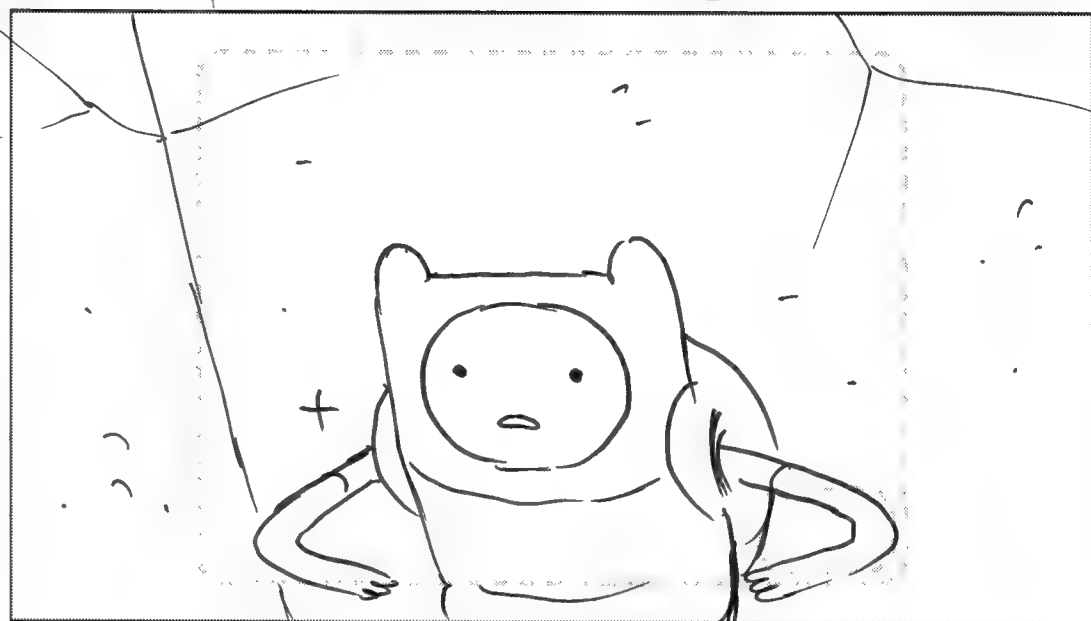
ADVENTURE TIME



Sc. 13 Pnl. C Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:	(F:) the "foy-yeh" is a safe space.	(F:) * sigh *
Action:	- Finn looks up at stone wheel.	
Timing:		



1034-227
EPISODE #

Production :

ADVENTURE TIME



Page 17

Sc.

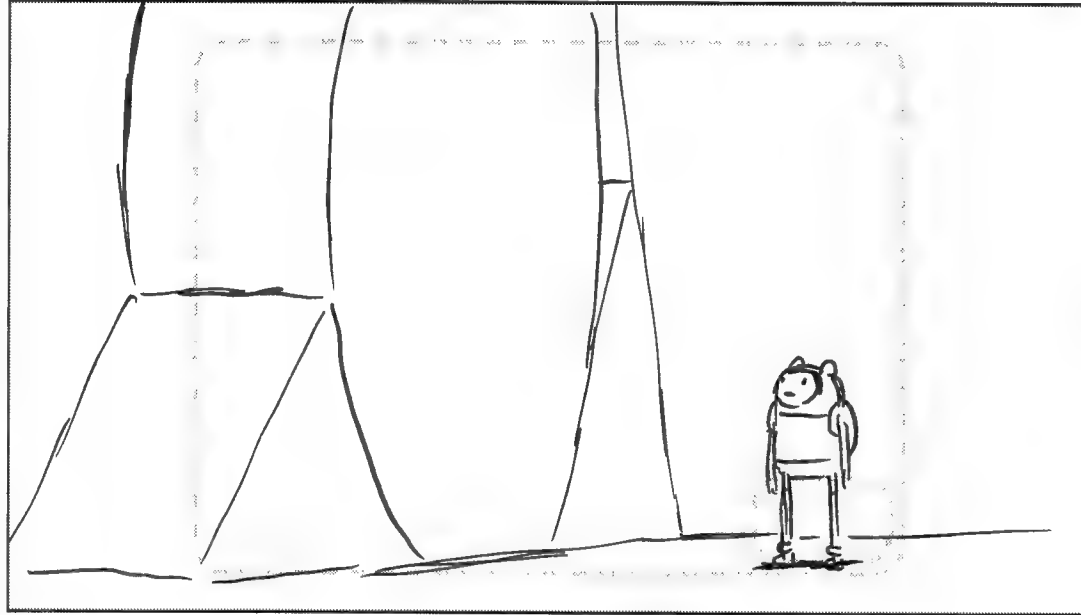
15

Pnl.

A

Bg.

day night



Sc.

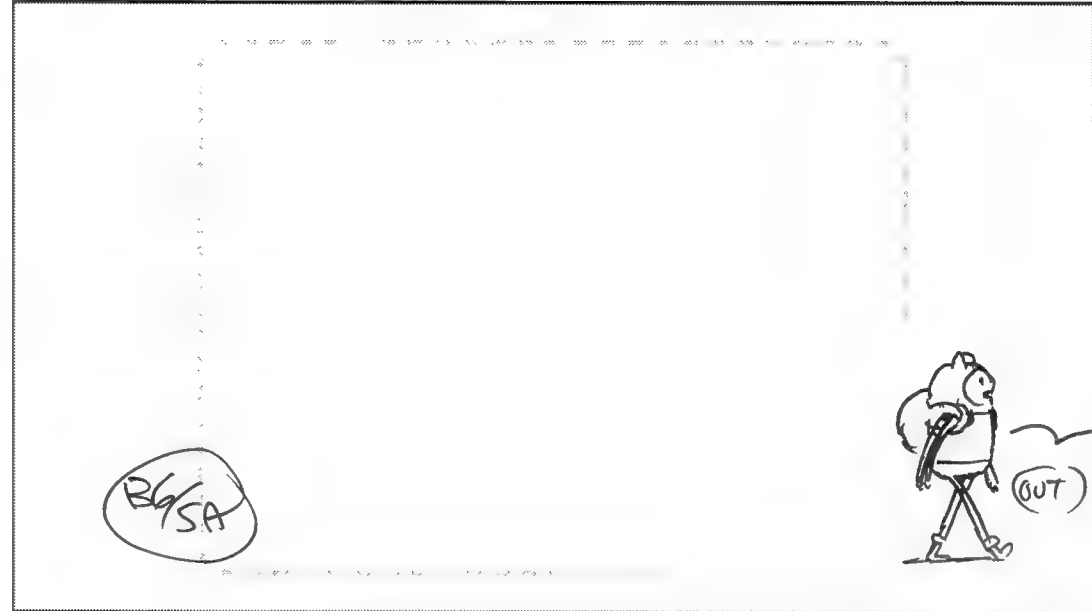
15

Pnl.

B

Bg.

day night



Dialog:

(F:) Man, not even Jake could be gonna smash through this mess...

(F:) ... but maybe there's a backdoor or something?

Action:

-Finn walks O/s, heading deeper into the temple.

Timing:

EPISODE # 1034-227

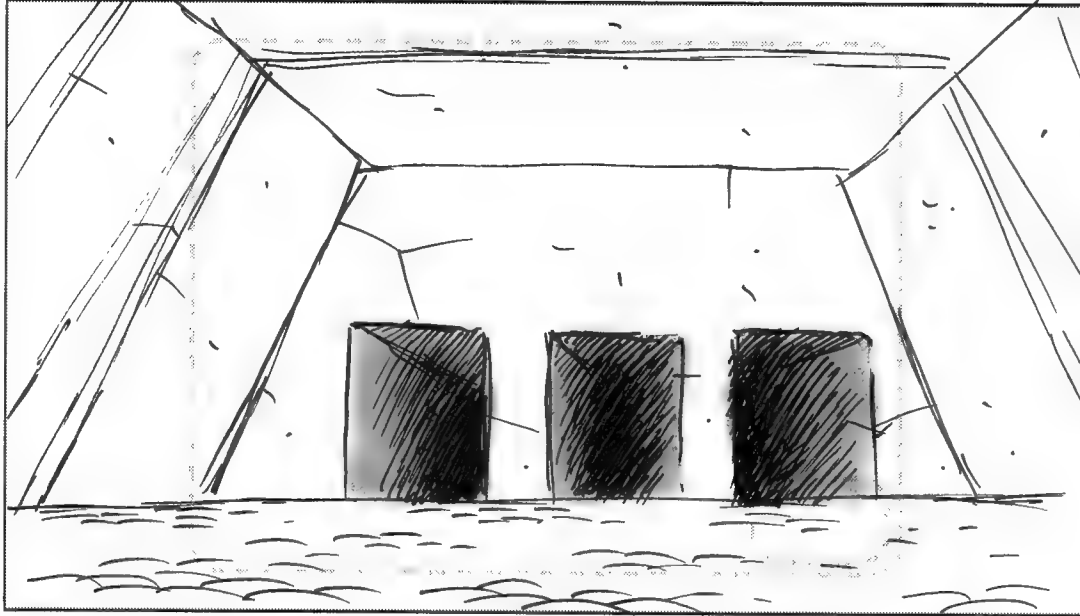
Production :

ADVENTURE TIME

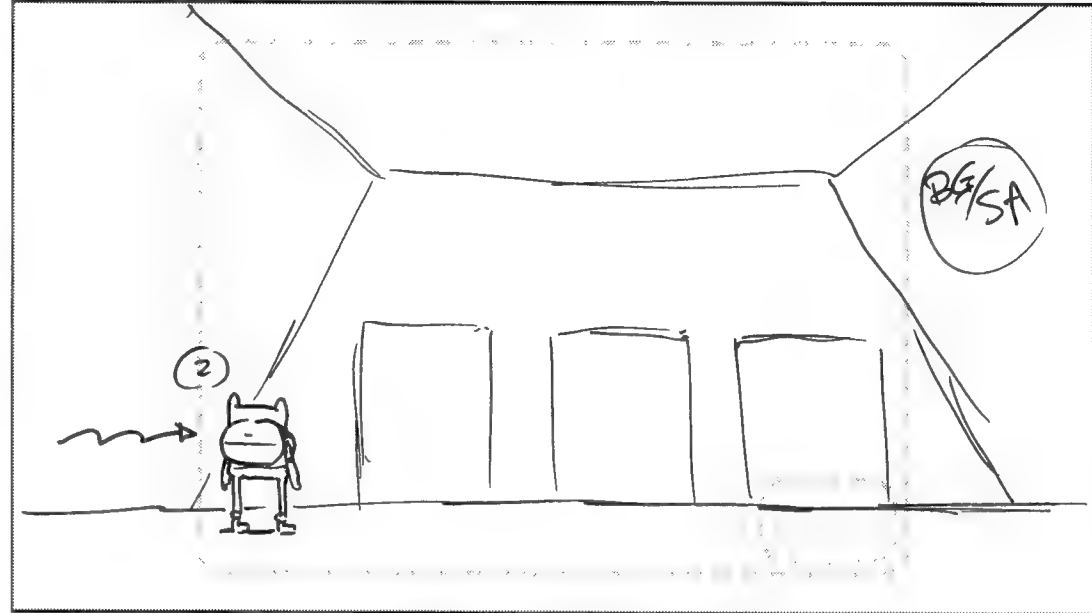


Page 1

Sc. 16 Pnl. A Bg. day night



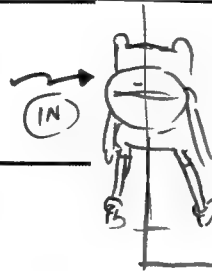
Sc. 16 Pnl. B Bg. day night



Dialog:

(FINN) (2): uh-oh, options.

Action:



Timing:

EPISODE # 1034-227

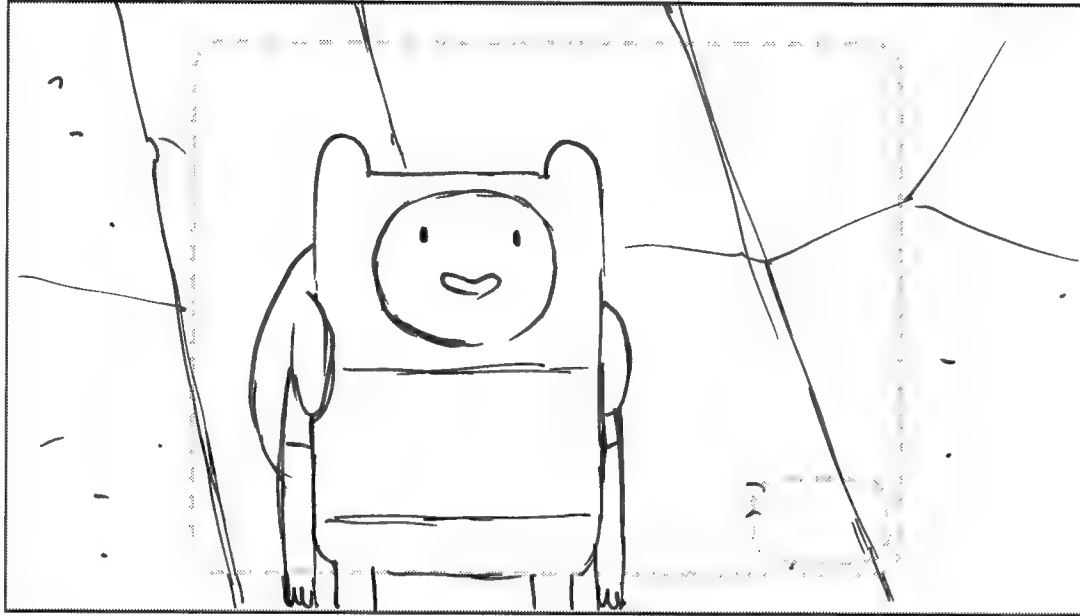
Production :

ADVENTURE TIME

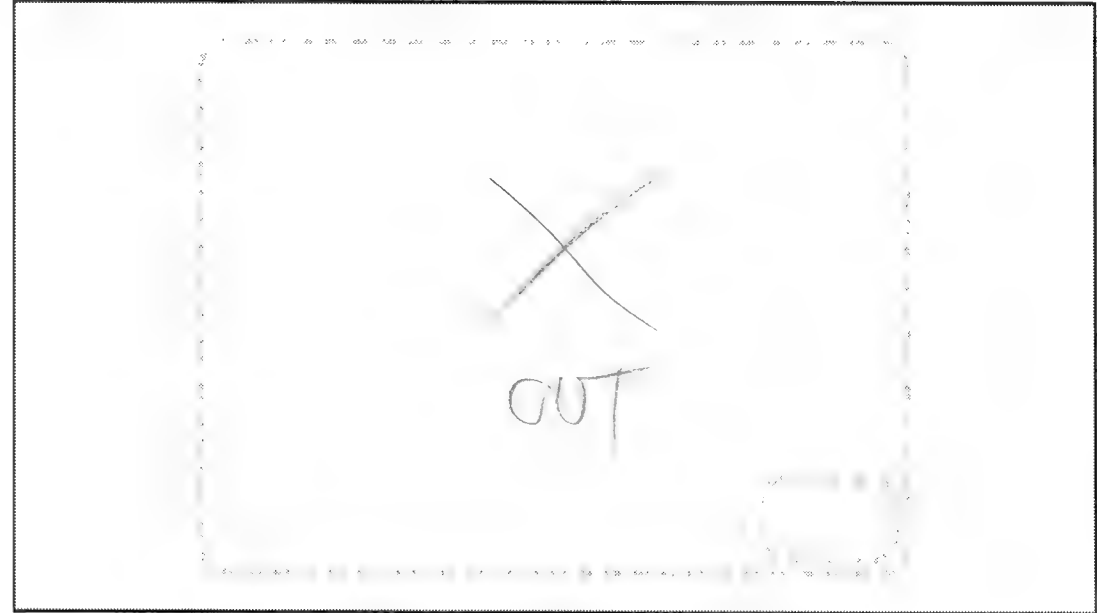


Page 19

Sc. 17 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

- (F: ①) Better leave a little trail in
case I get lost...
② Breadcrumb style -
① heh heh

Action:



Timing:

EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc.

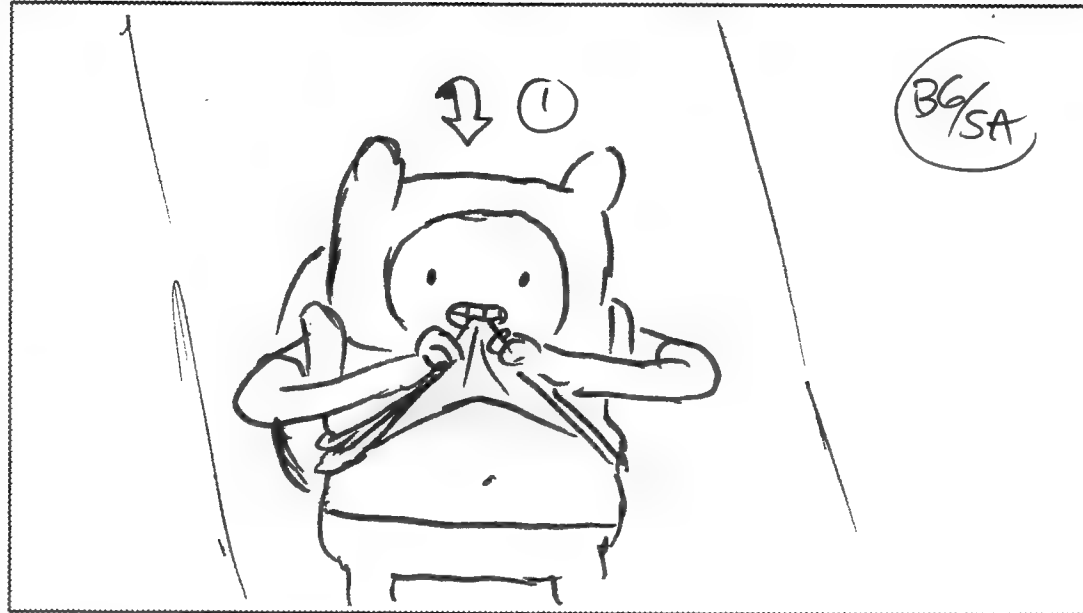
17

Pnl.

B

Bg.

day night



Sc.

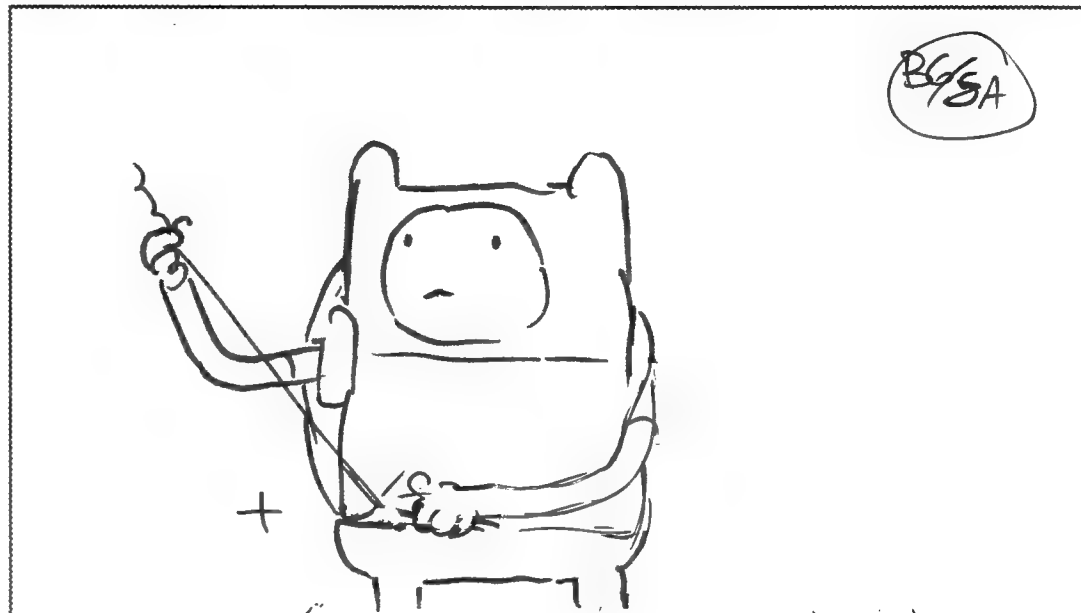
17

Pnl.

C

Bg.

day night



Dialog:

(Sfx) : snap :

Action:



Timing:

(F) : mmp :

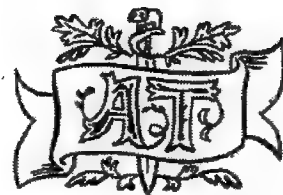
- Finn bites his shirt and pulls out a thread.

1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 21

Sc.

17

Pnl.

D

Bg.

day night

Sc.

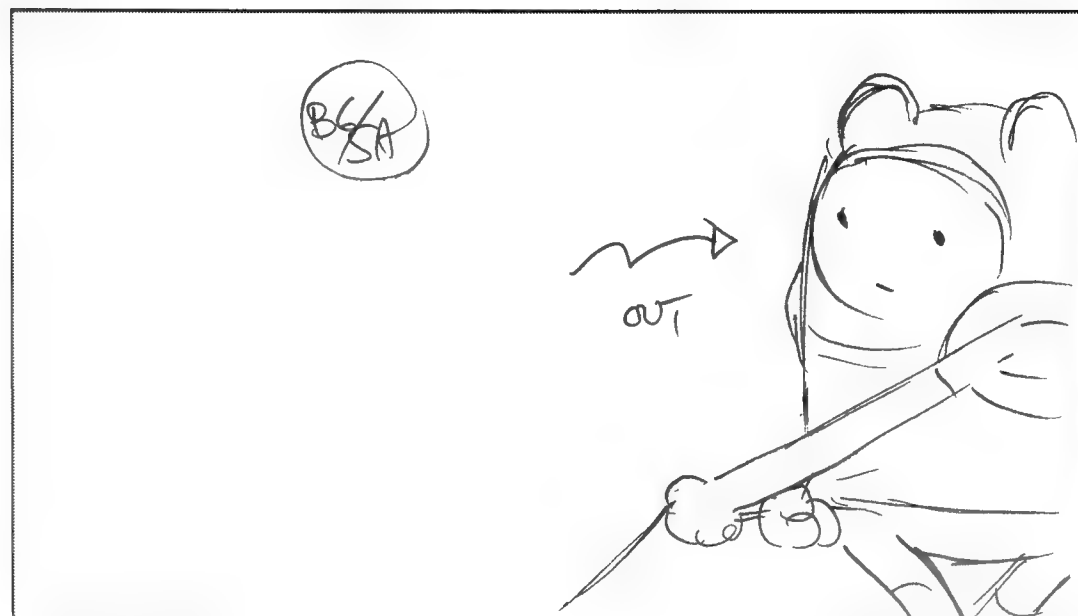
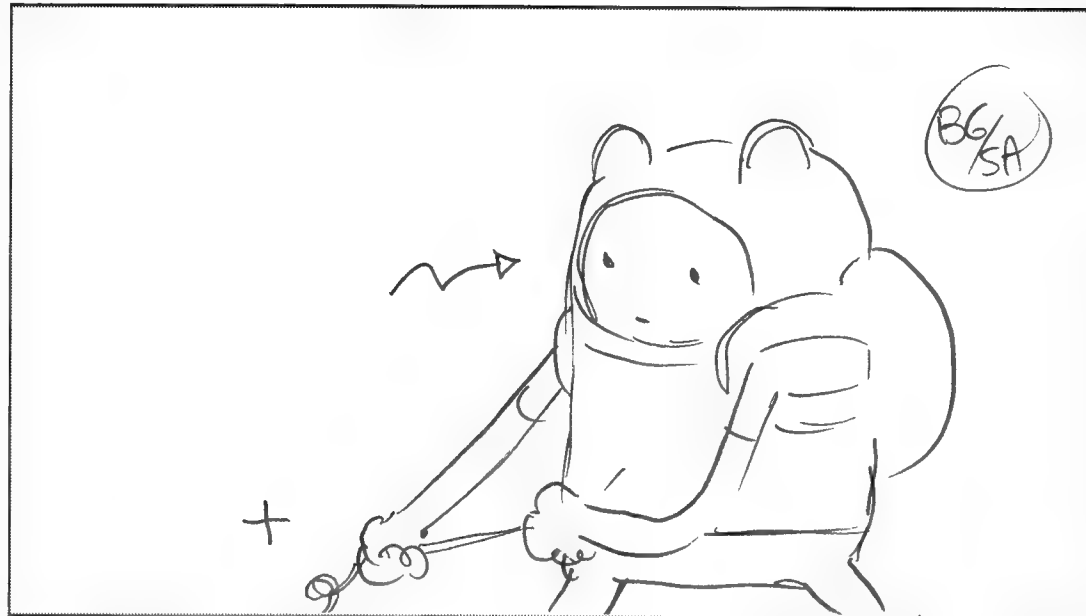
17

Pnl.

E

Bg.

day night



Dialog:

Action:

- Finn reels out thread from his shirt as he walks

Timing:

1034-227

EPISODE #

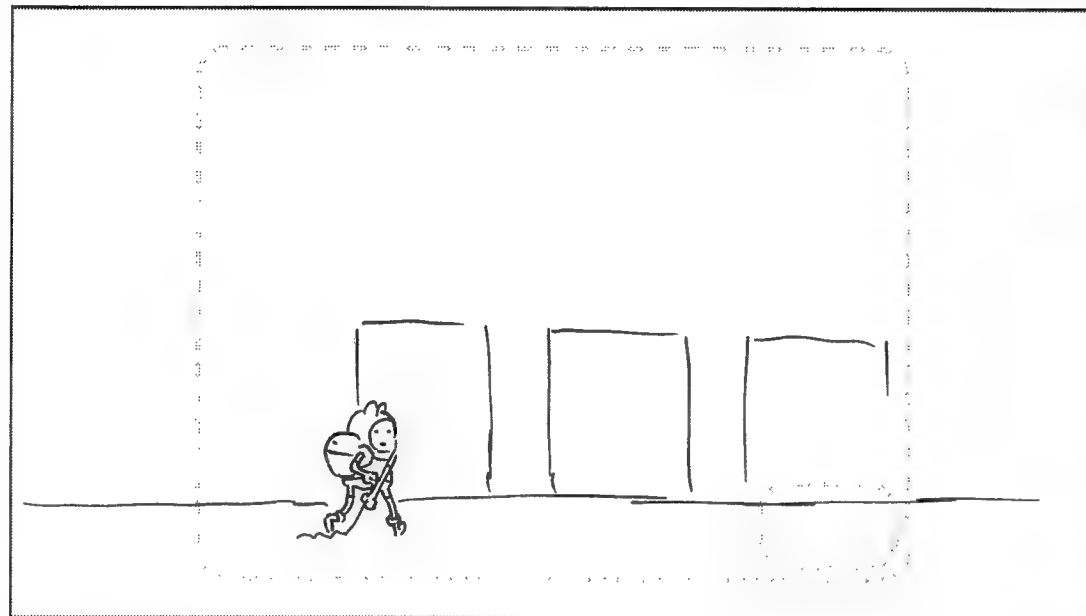
Production :

ADVENTURE TIME

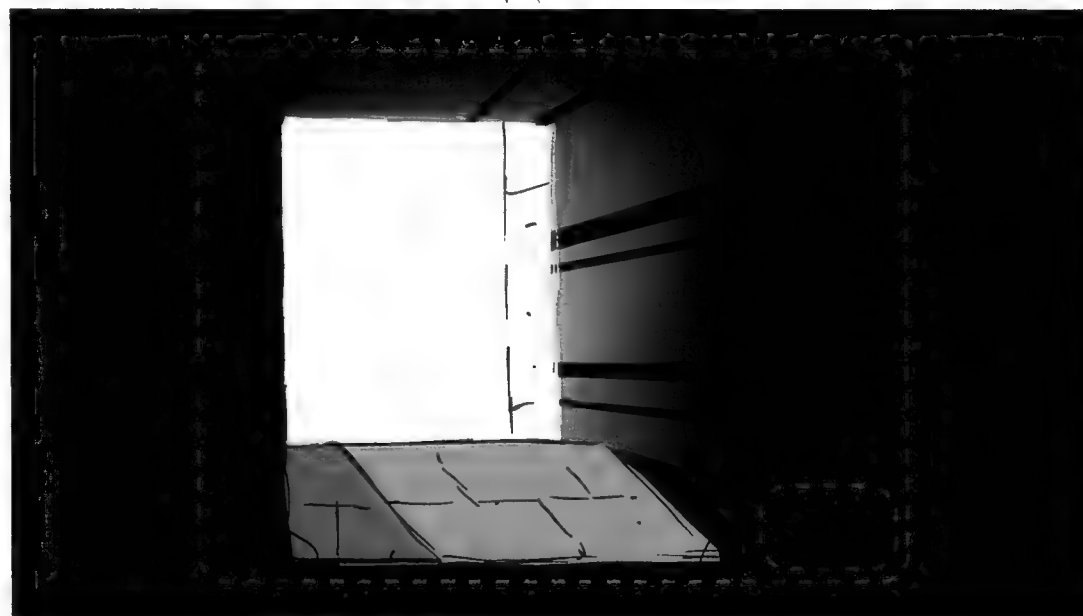


Page 2

Sc. 18 Pnl. A Bg. day night



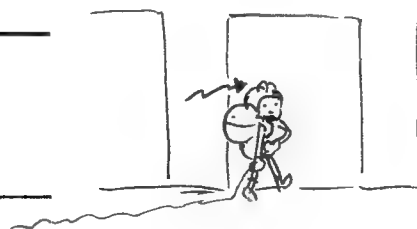
Sc. 19 Pnl. A Bg. day night



Dialog: (F:) Plus for if Jake gets in and tries to track me down. (F:) Too bad I don't →

Action: - Finn reels out thread as he walks.

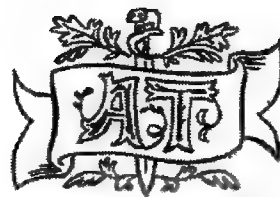
Timing:



EPISODE # 1034-227

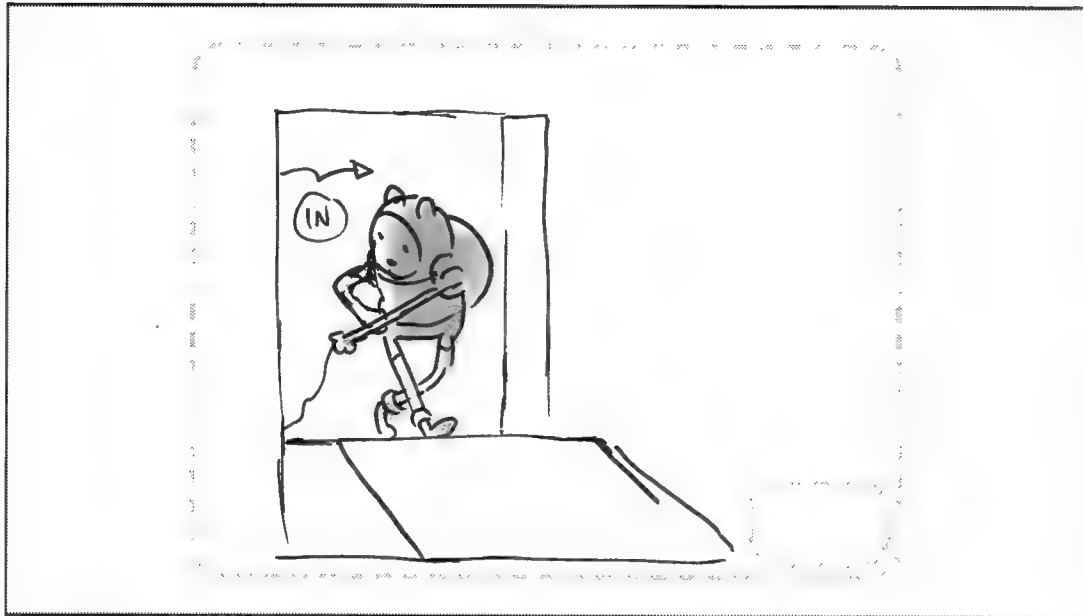
Production :

ADVENTURE TIME

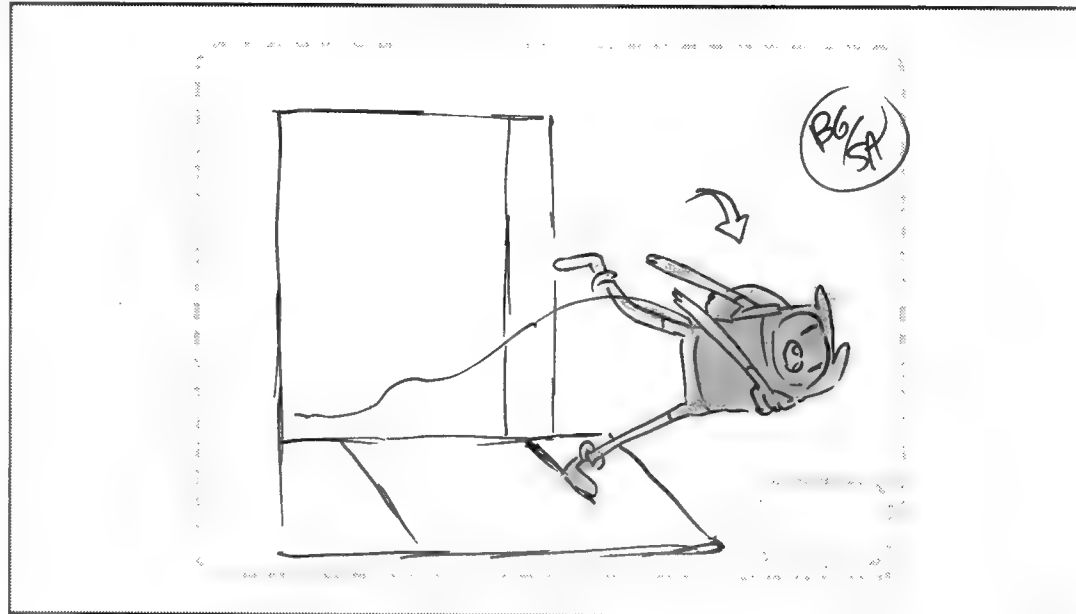


Page 23

Sc. 19 Pnl. B Bg. day night



Sc. 19 Pnl. C Bg. day night

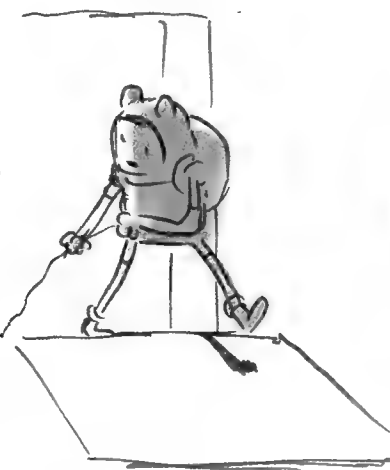


Dialog:

(F:) still have
that sidewalk ch→

Action:

Timing:



(F:) → a a A A H H →

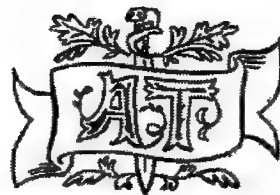
- Finn tumbles, thinking the floor continues
straight out.

1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 24

Sc.

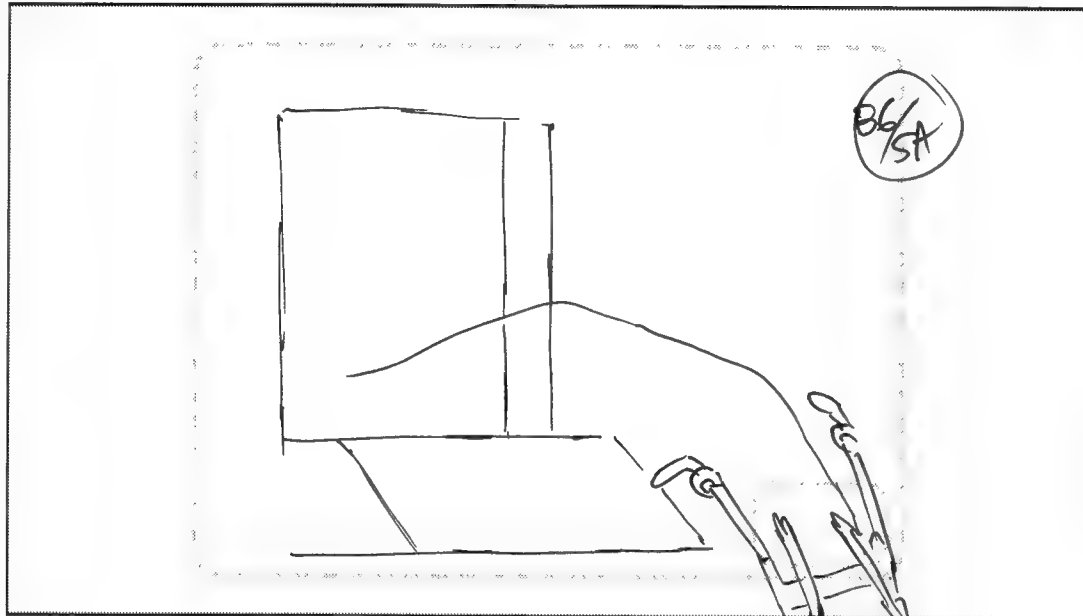
19

Pnl.

D

Bg.

day night



Sc.

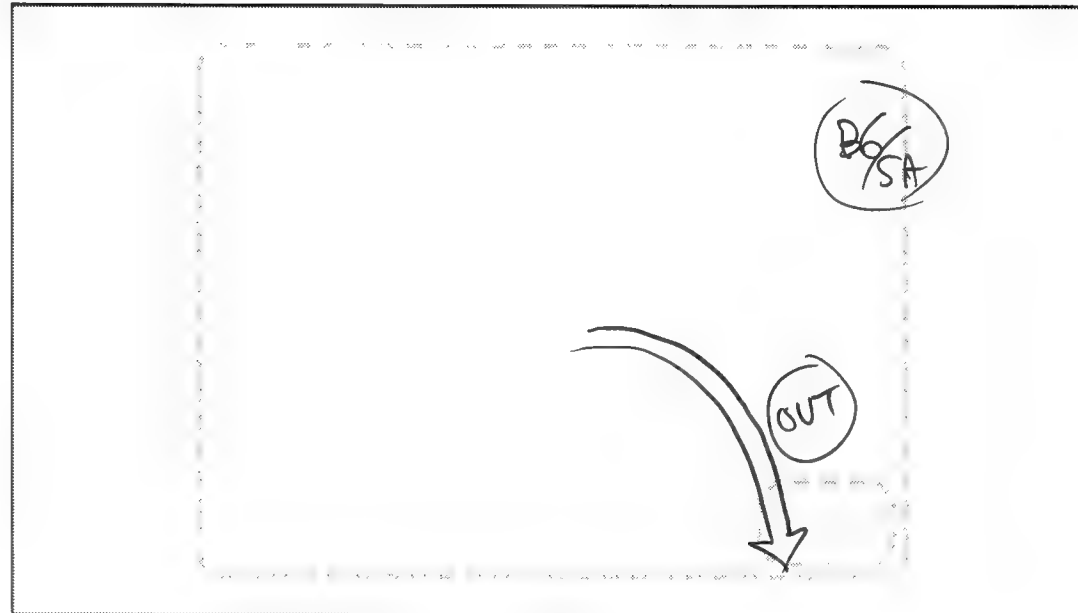
19

Pnl.

E

Bg.

day night



Dialog:

(F:) → H H H H →

(F:) COF!
(SFX:) WHAM!

Action:

- Finn falls off the ledge.

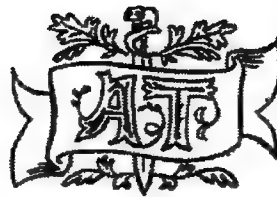
Timing:

Production :

EPISODE #

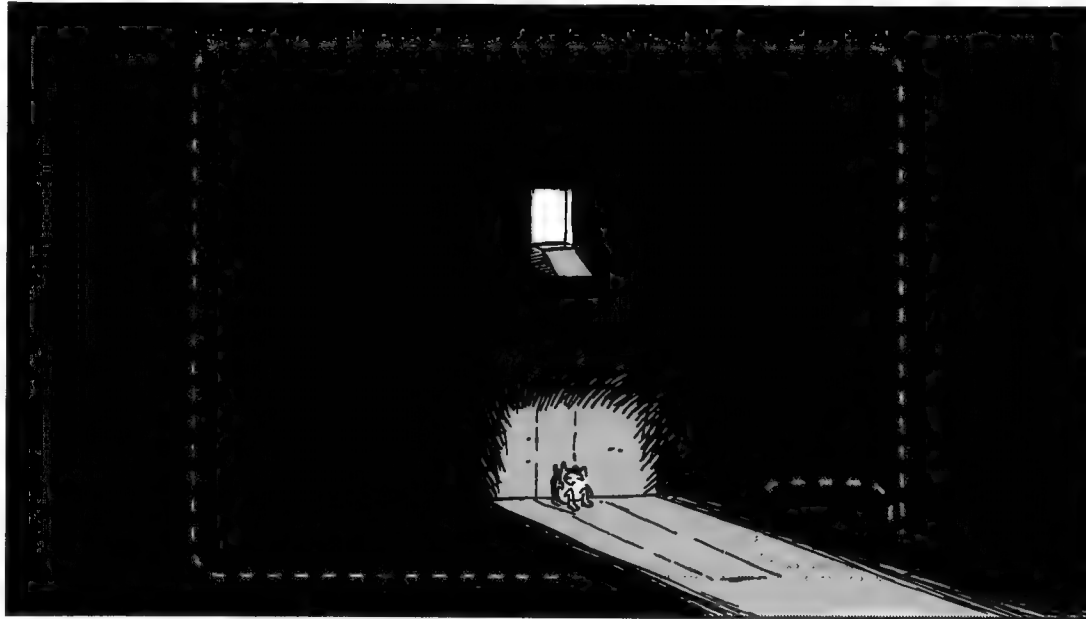
1034-227

ADVENTURE TIME



Page 25

Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



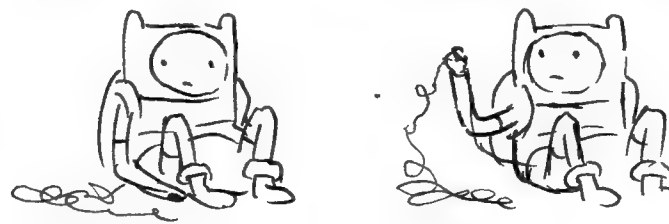
Dialog:

(F:)(pained) shhh...

Action:

-Finn holds up the unraveled thread from his shirt.

Timing:



EPISODE # 1034-227

Production :

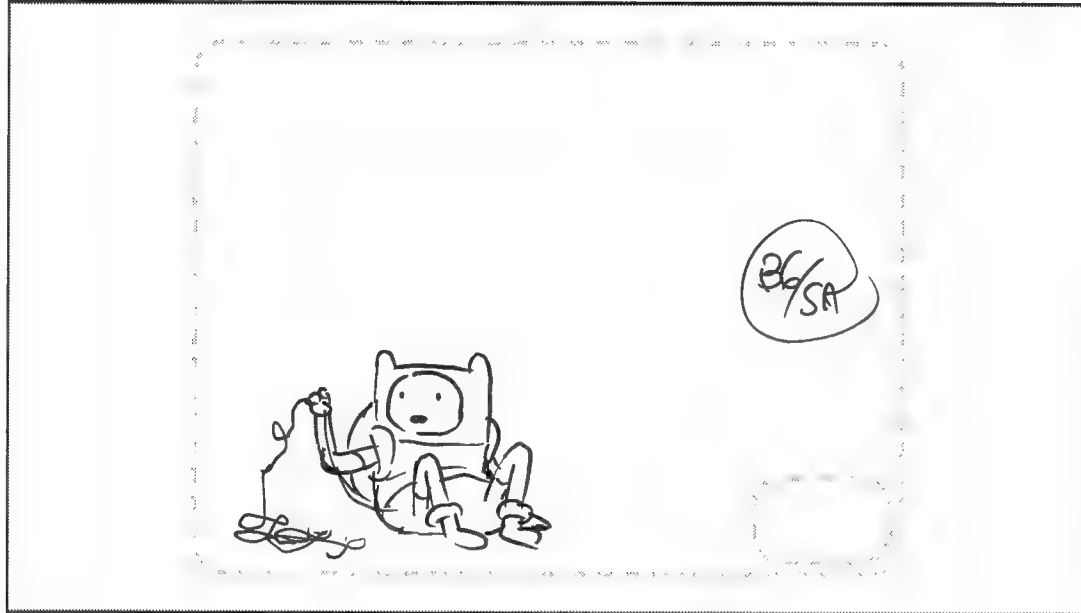
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ADVENTURE TIME

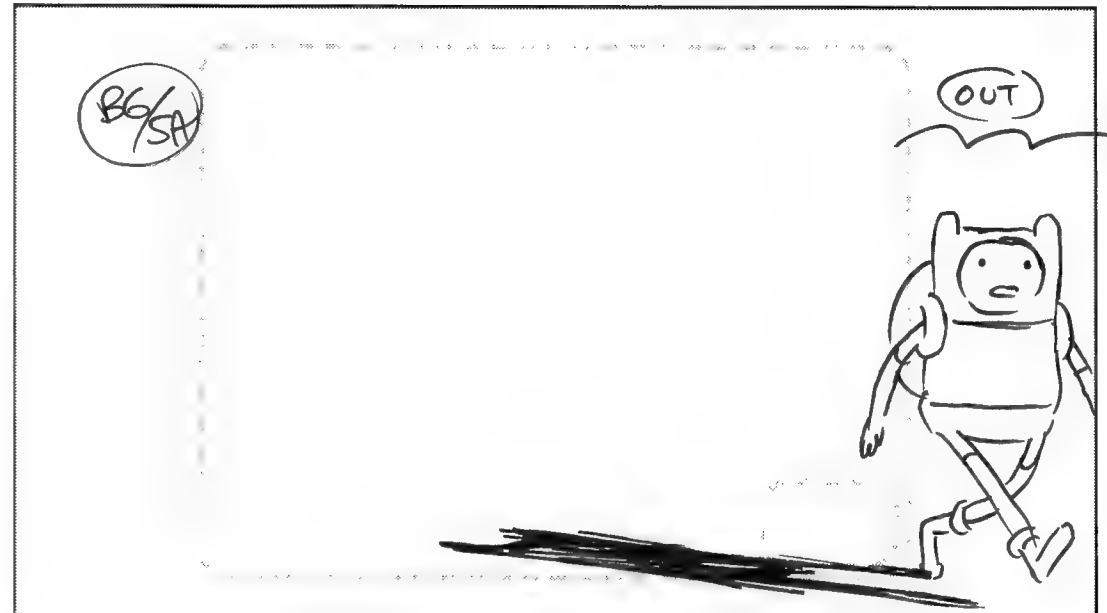


Page 26

Sc. 21 Pnl. B Bg. day night



Sc. 21 Pnl. C Bg. day night

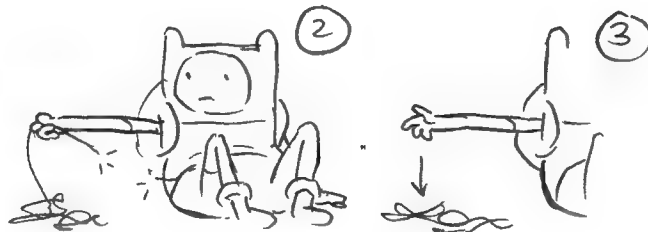


Dialog: (F:) okay, well, scratch that.
(2) (SFX:) ! Snap !

(F:) Now I really hope there's another way out.

Action: - Finn snaps off the thread.

Timing:



1034-227

EPISODE #

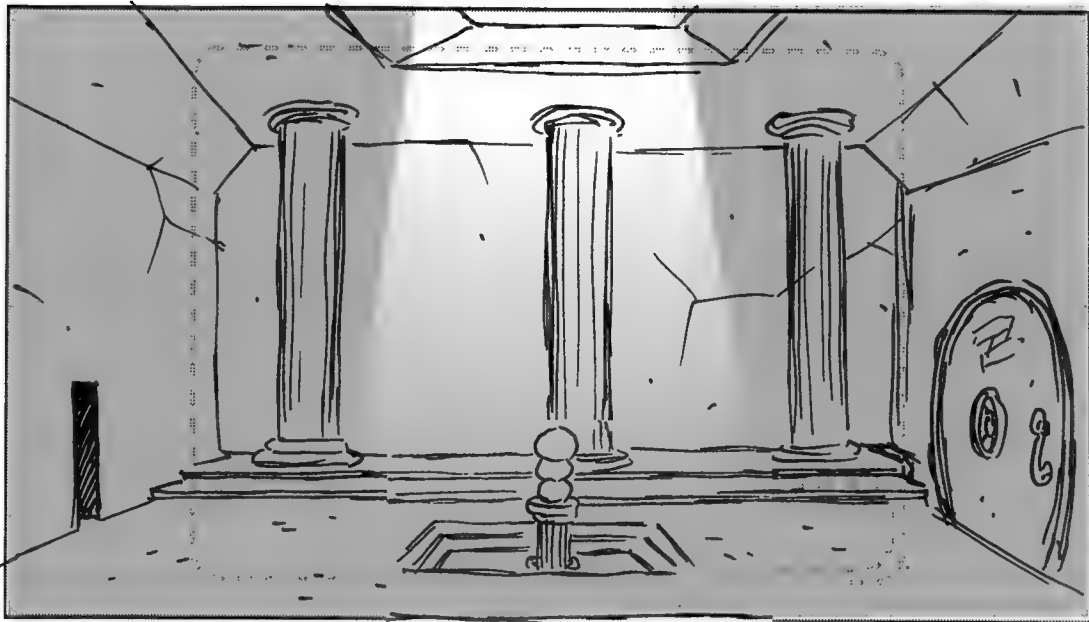
Production :

ADVENTURE TIME

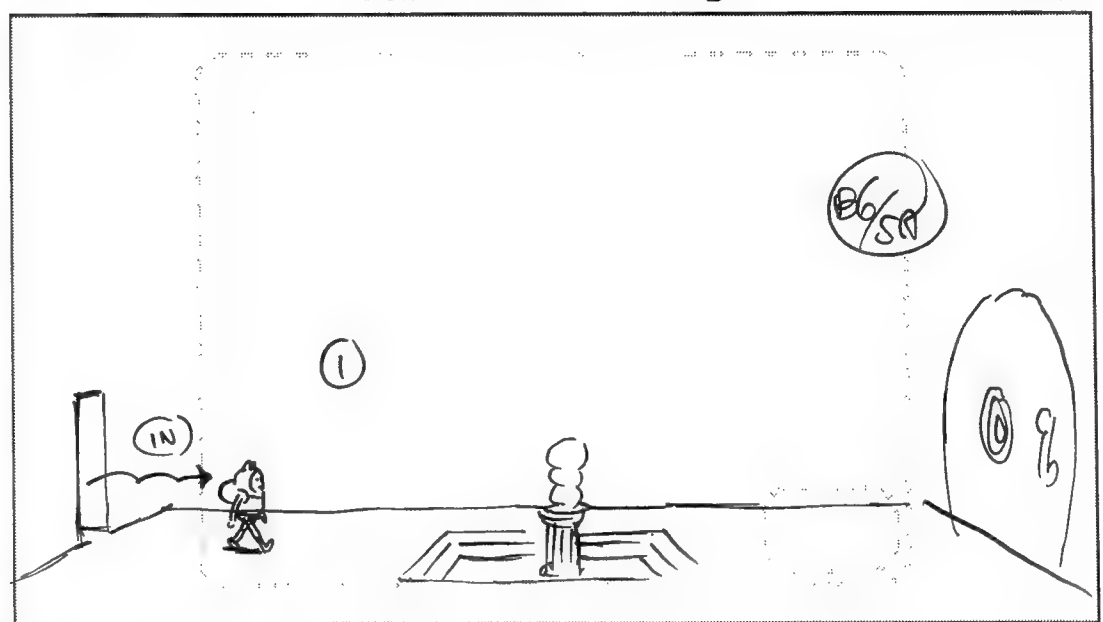


Page _____

Sc. 22 Pnl. A Bg. day night



Sc. 22 Pnl. B Bg. day night



Dialog:	
Action:	-Finn walks up to statue and looks at it.
Timing:	



1034-227

EPISODE #

Production :

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ADVENTURE TIME



Page 1

Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



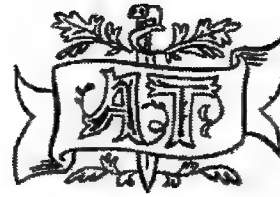
Dialog:	- BEAT -	
Action:	- Finn looks at statue.	- Finn looks at vault door.
Timing:		

1034-227

EPISODE #

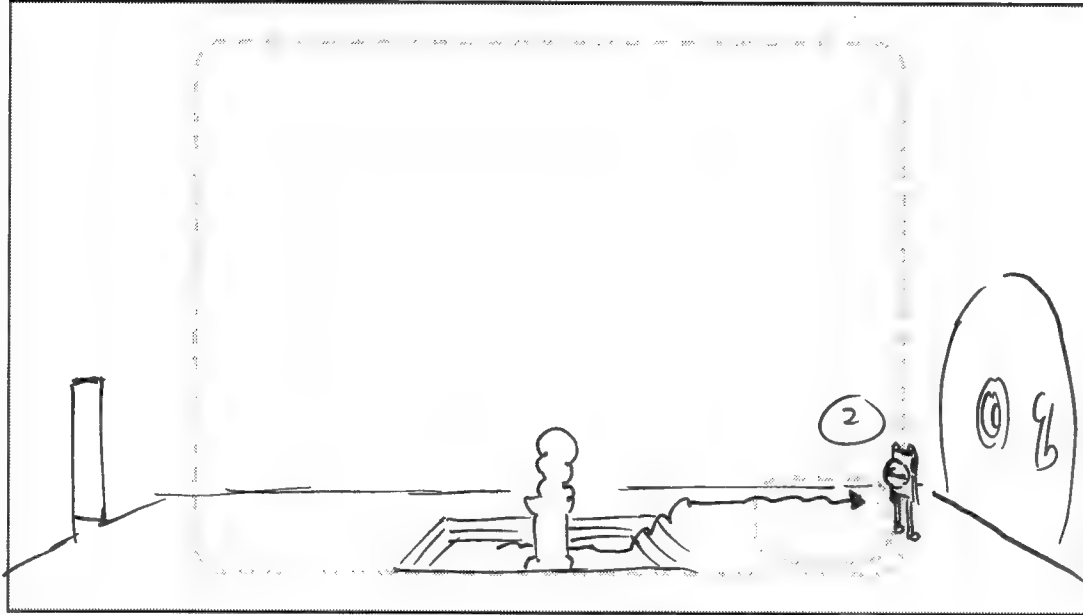
Production :

ADVENTURE TIME

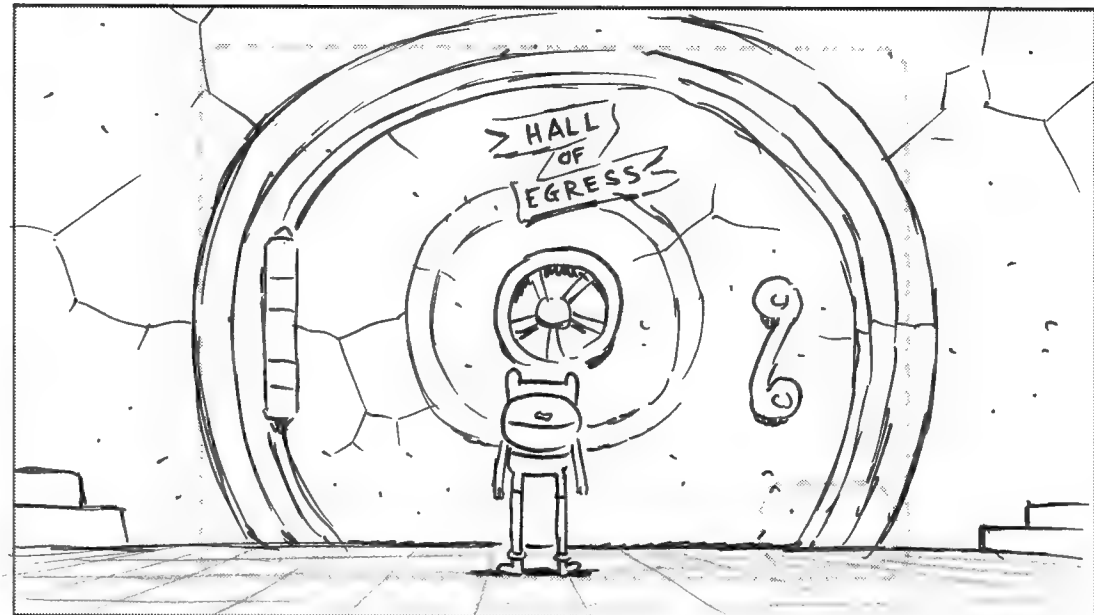


Page 24

Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night



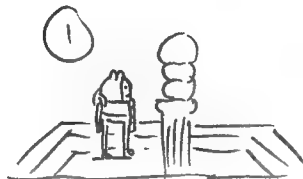
Dialog:

FINN: [READING] Hall .. of ... Egress...

Action:

- Finn walks up to vault door.

Timing:



1034-227

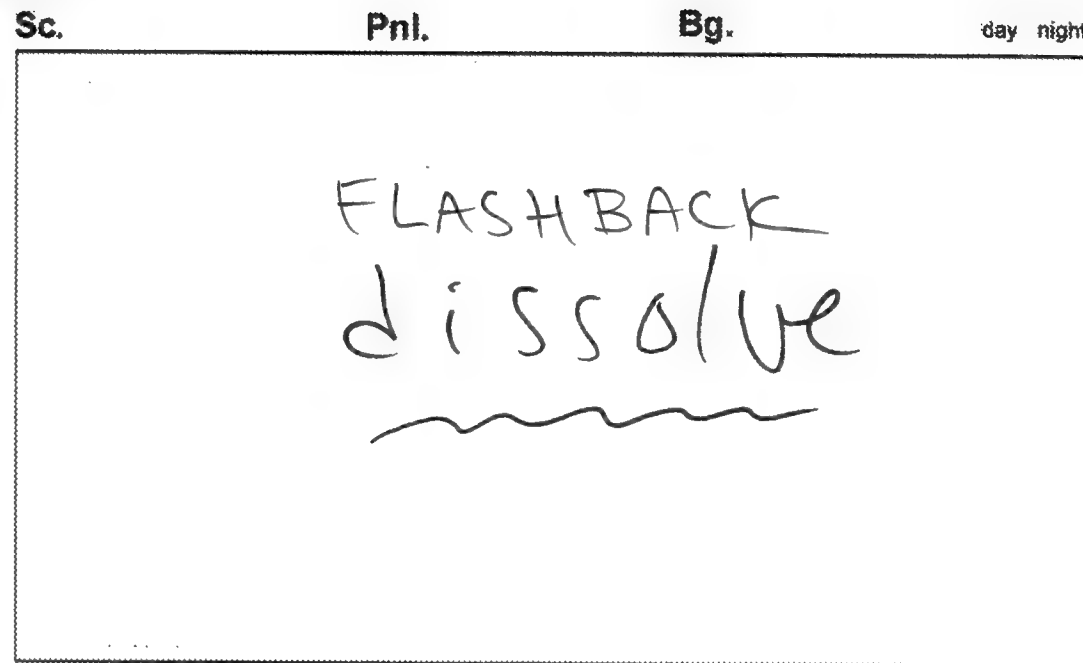
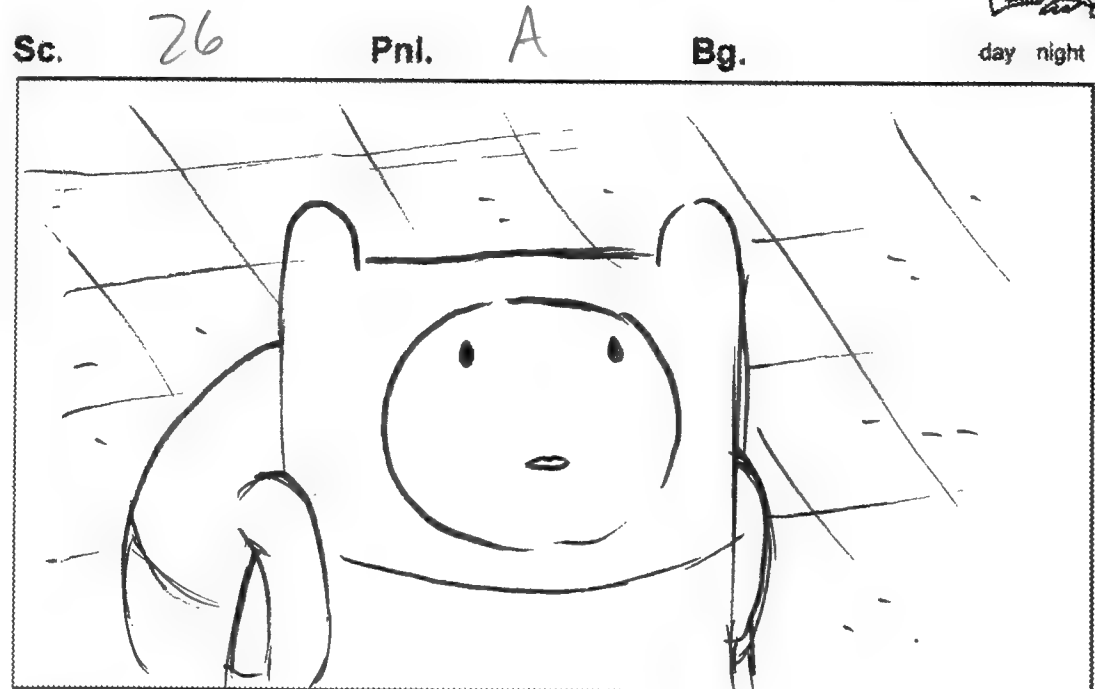
EPISODE #

Production :

ADVENTURE TIME



Page 30



Dialog:

(F) (1) Egress..
(2) egress

Action:

Timing:

(2)

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EPISODE # 1034-227

Production :

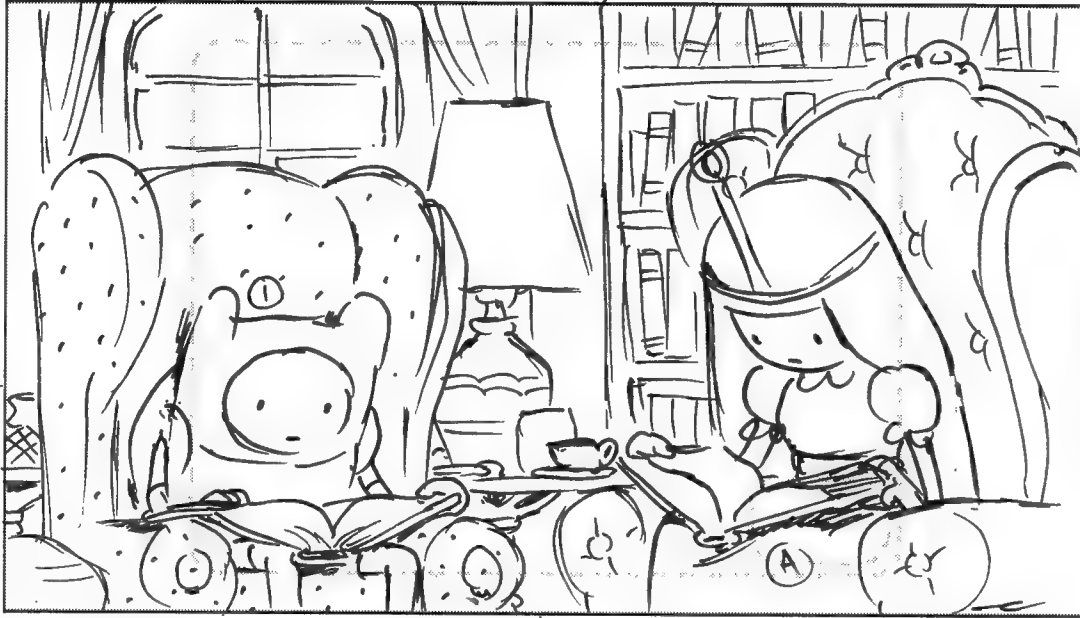
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ADVENTURE TIME

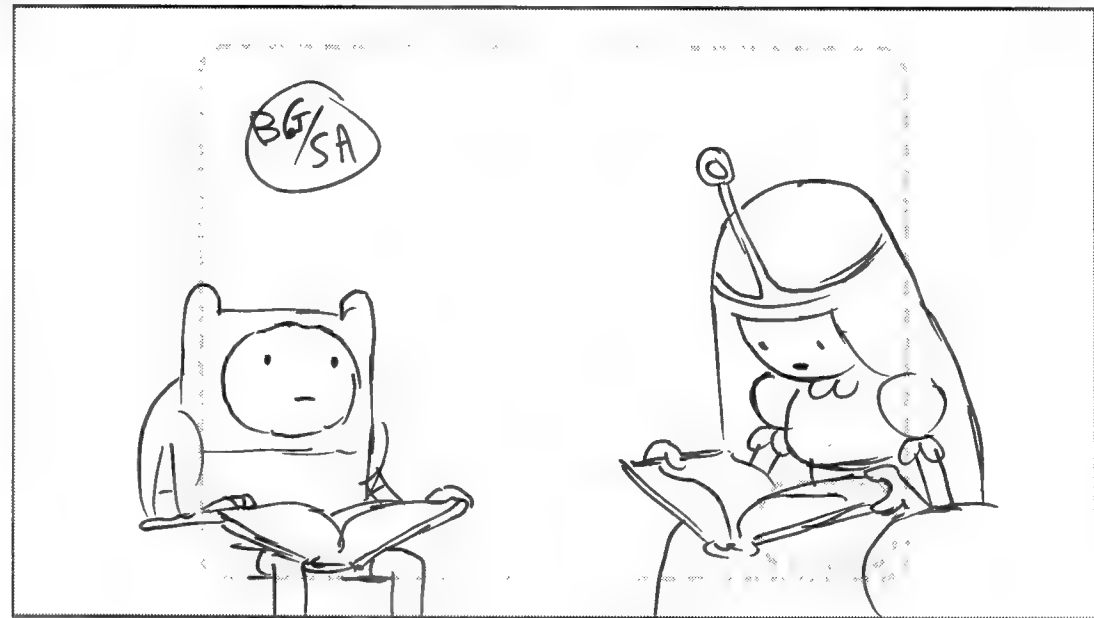


Page _____

Sc. 27 Pnl. A Bg. day night



Sc. 27 Pnl. B Bg. day night

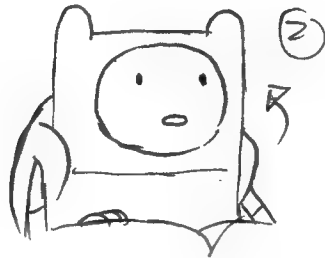


Dialog:

(FINN) ② What's "egress" mean?

(P.B.) "exit".

Action:



Timing:



- P.B. flips page, then Finn looks up from book and speaks.

1034-227

EPISODE #

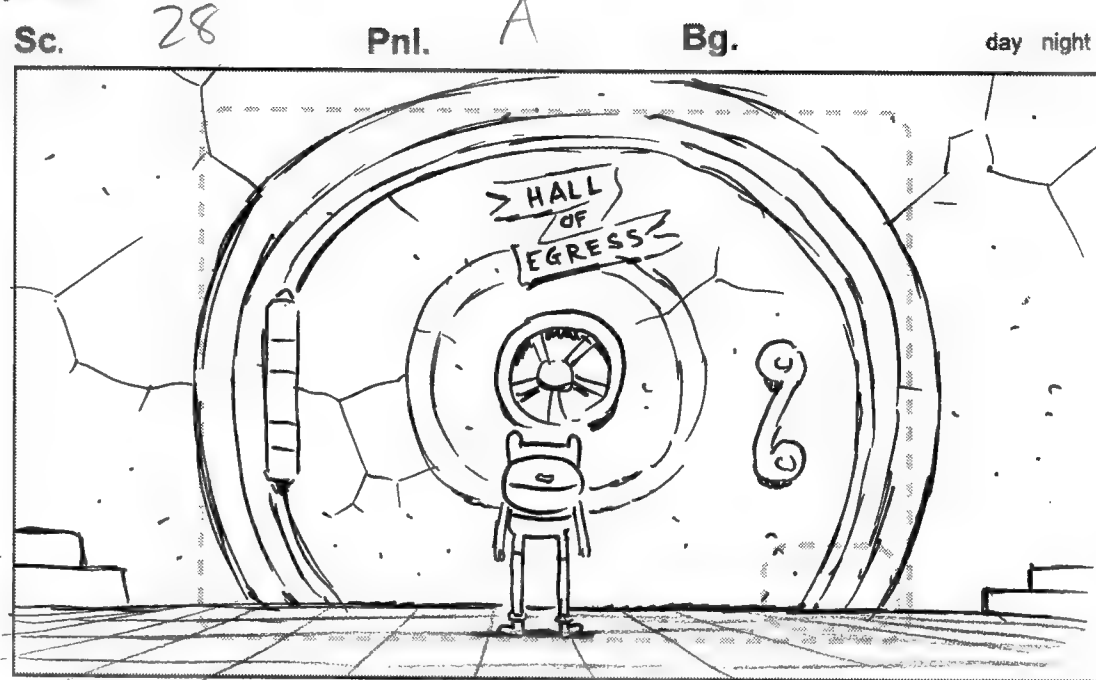
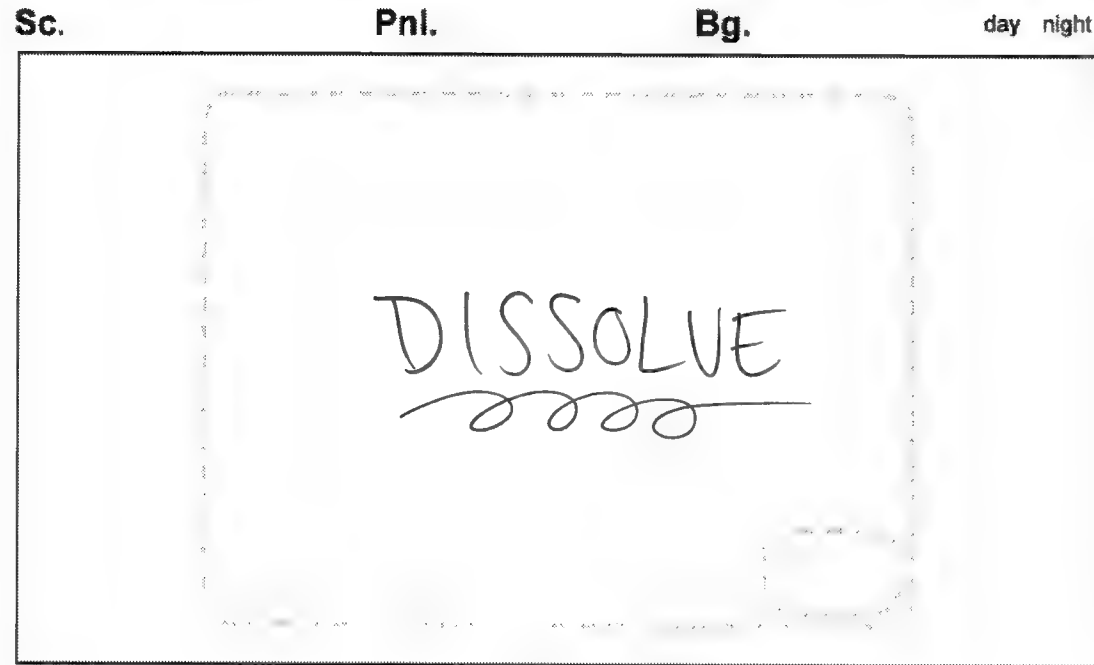
Production :

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ADVENTURE TIME



Page 32



Dialog:

(FINN) EXIT!

Action:

Timing:

1034-227

EPISODE #

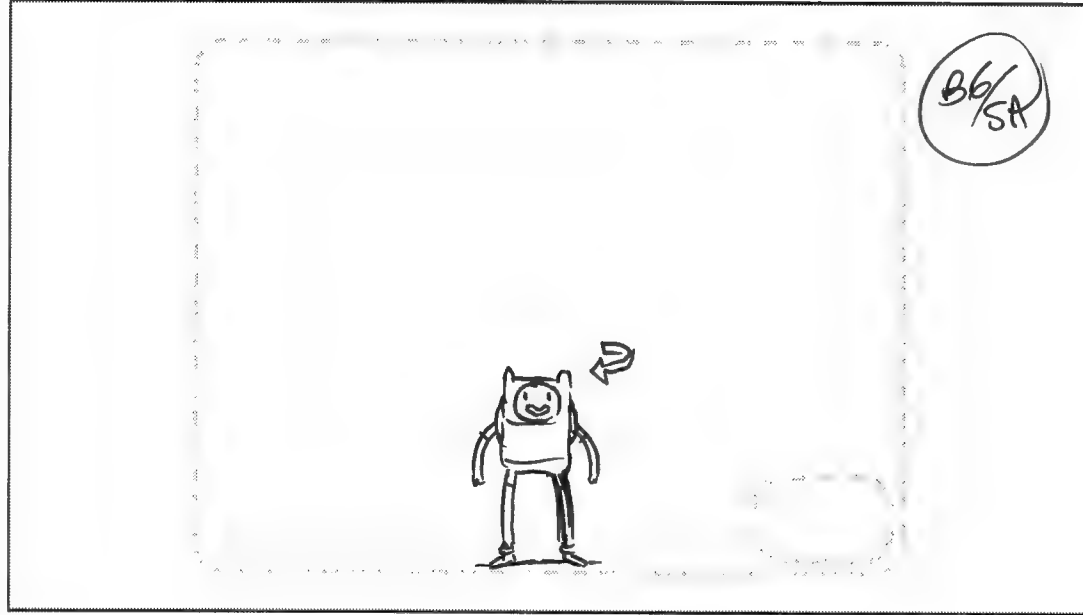
Production :

ADVENTURE TIME

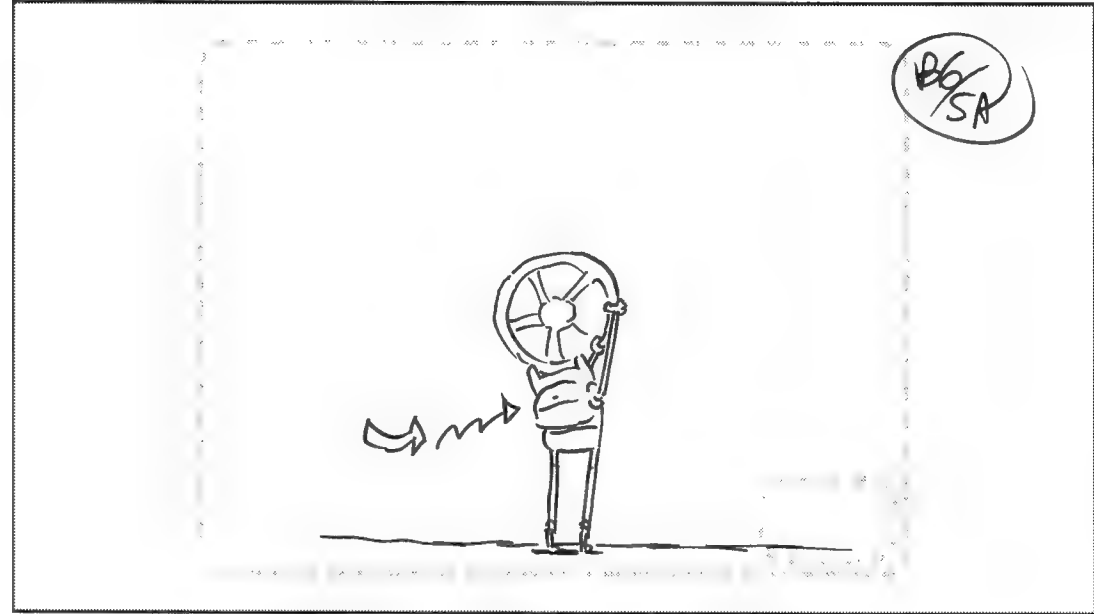


Page 33

Sc. 28 Pnl. B Bg. day night



Sc. 28 Pnl. C Bg. day night



Dialog: (F:) Egress means exit!

Action: - Finn grasps the vault wheel

Timing:

EPISODE #

1034-227

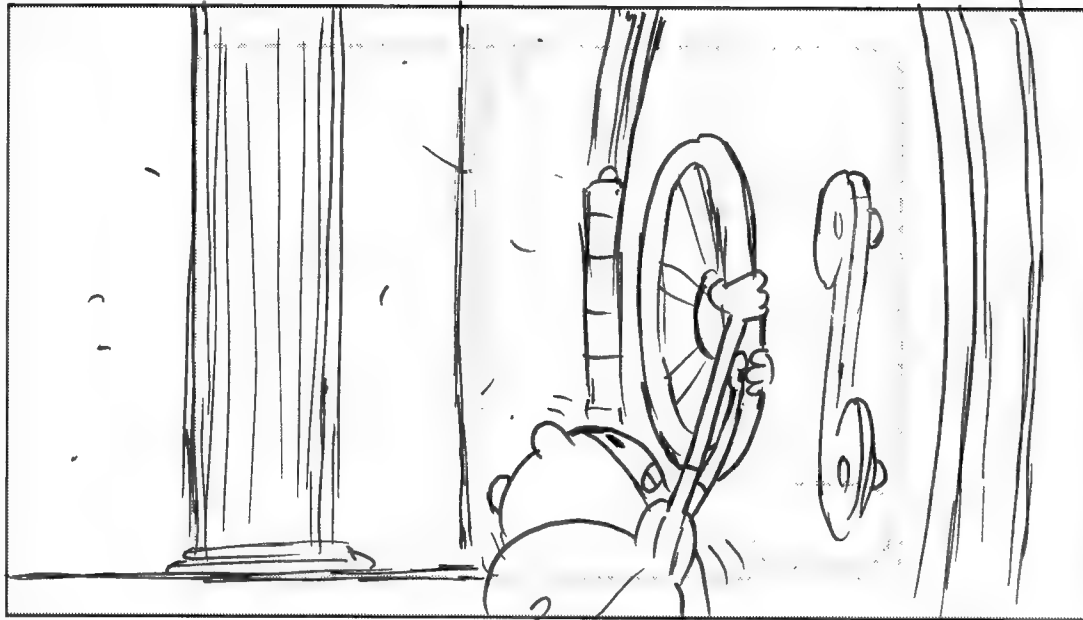
Production :

ADVENTURE TIME

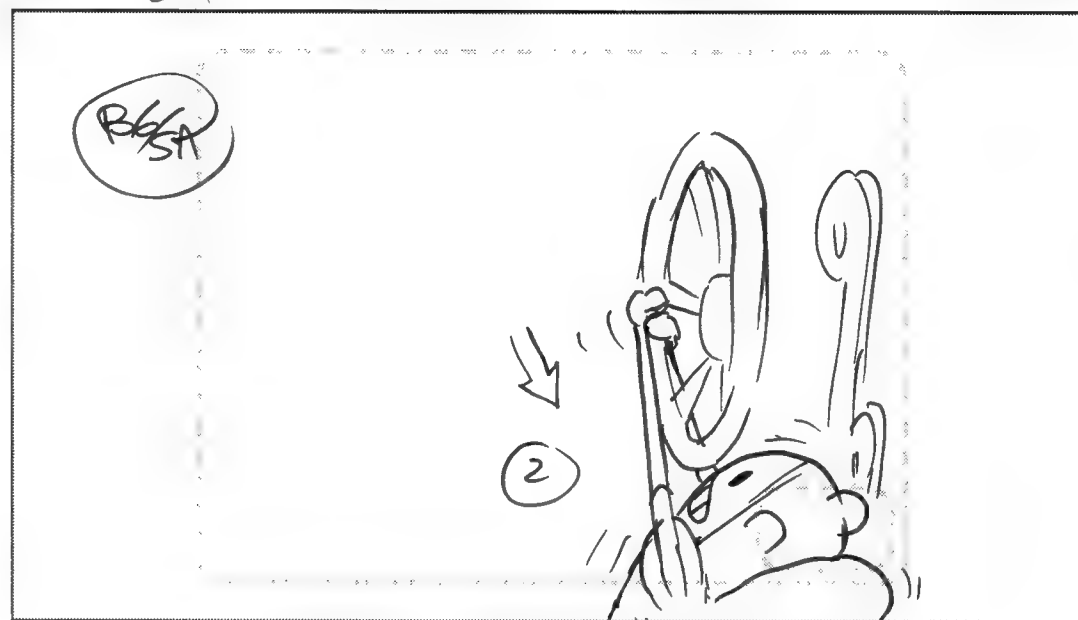


Page 34

Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night



Dialog:

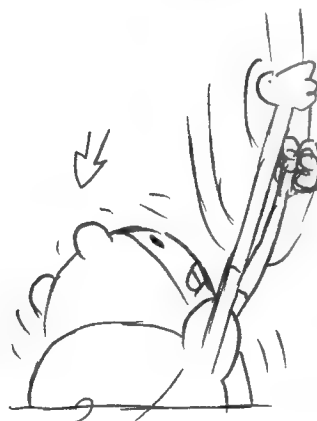
(F) RRRRRR RRRR

Action:

* NO BLINKING *

- Finn pulls on vault wheel

Timing:



(F) ENNGHH

* NO BLINKING *

- Finn pulls on vault door.

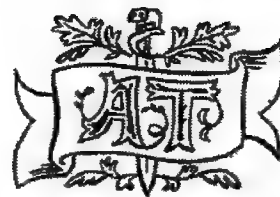


Production :

EPISODE #

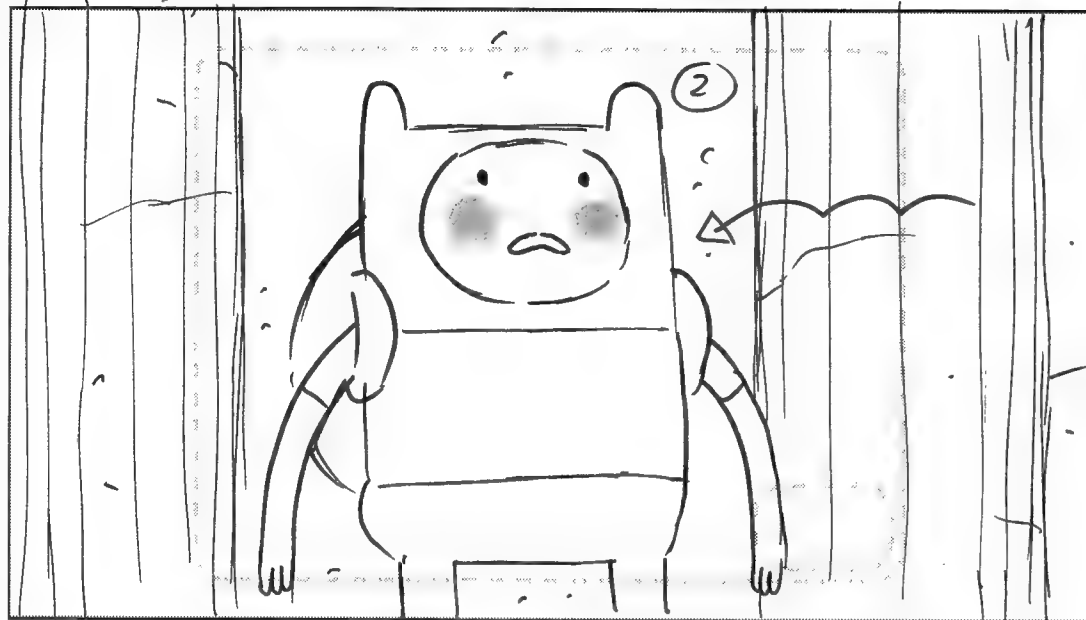
1034-227

ADVENTURE TIME

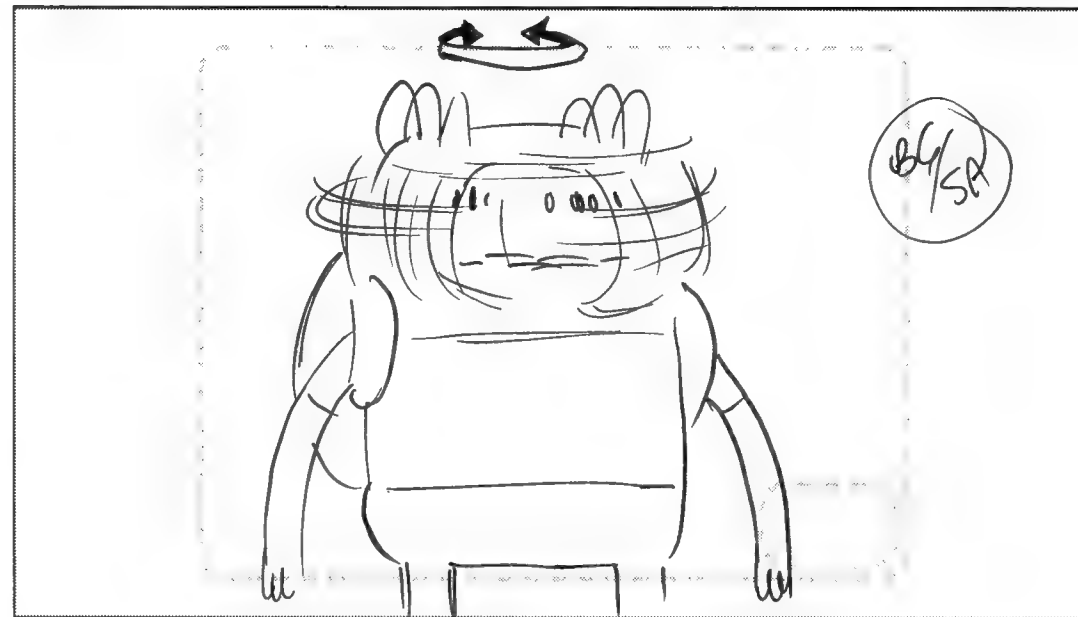


Page 35

Sc. 30 Pnl. A Bg. day night



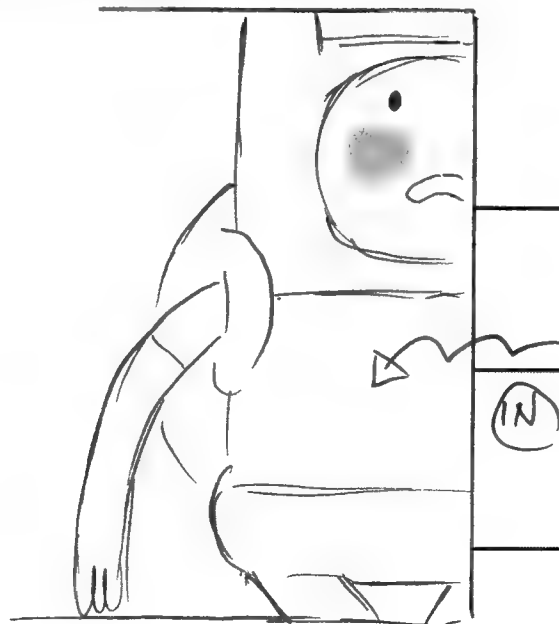
Sc. 30 Pnl. B Bg. day night



Dialog: (F:) *Huff puff *

Action:

Timing:



(F:) = BRBPBRPPBRP =

- Finn shakes his head to psych himself up.

(IN)

Production :

EPISODE #

1034-227

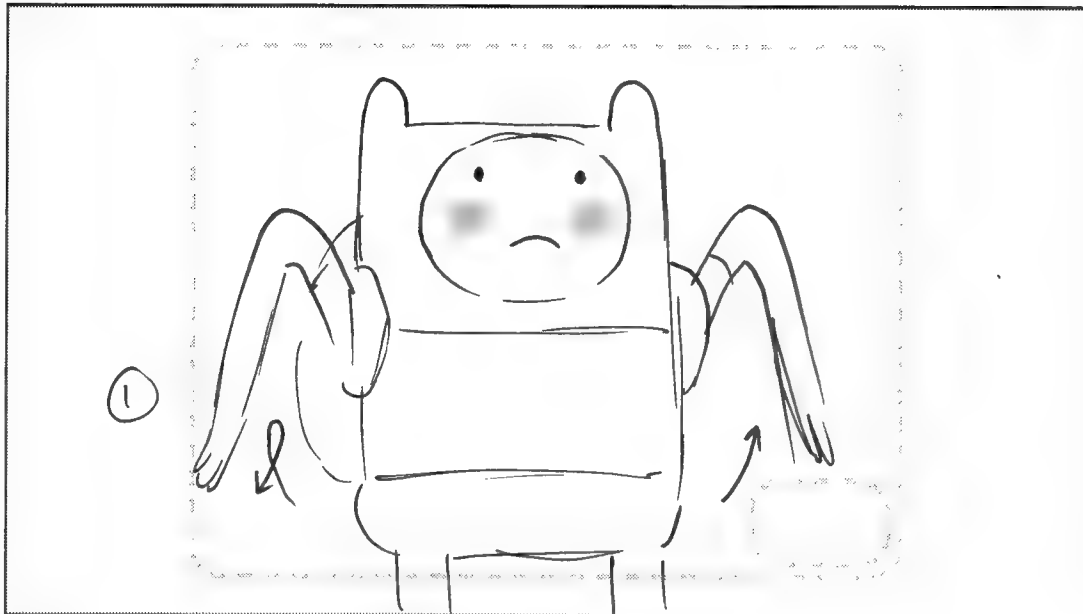
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ADVENTURE TIME

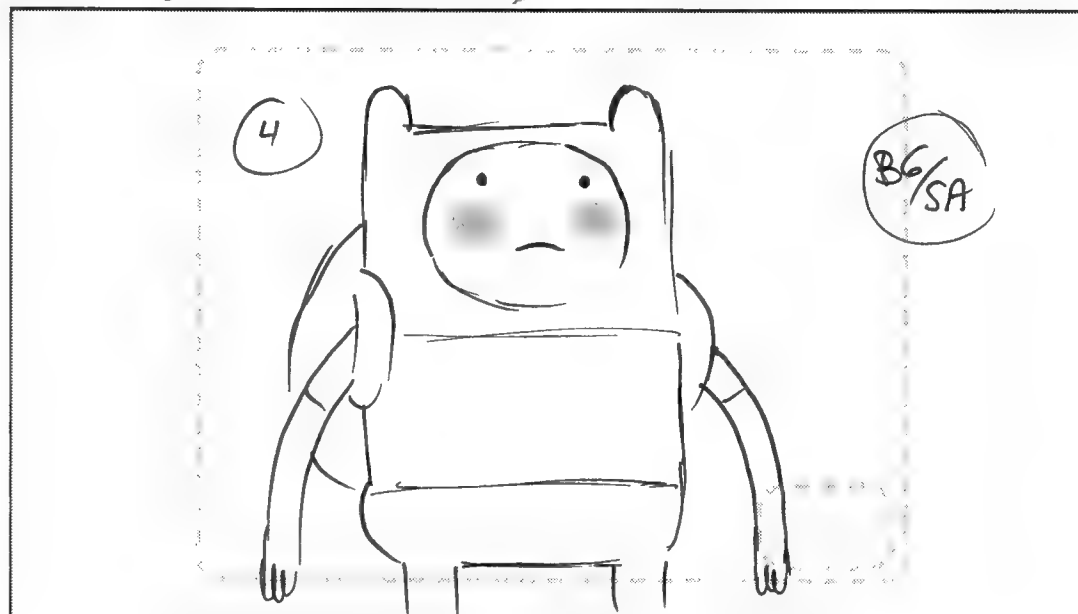


Page 36

Sc. 30 Pnl. C Bg. day night



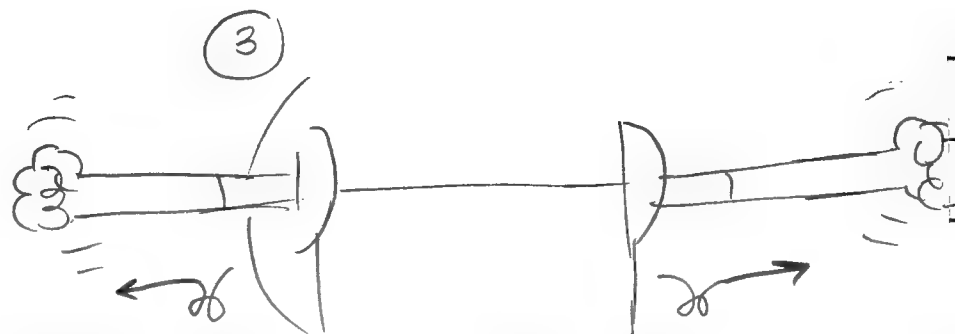
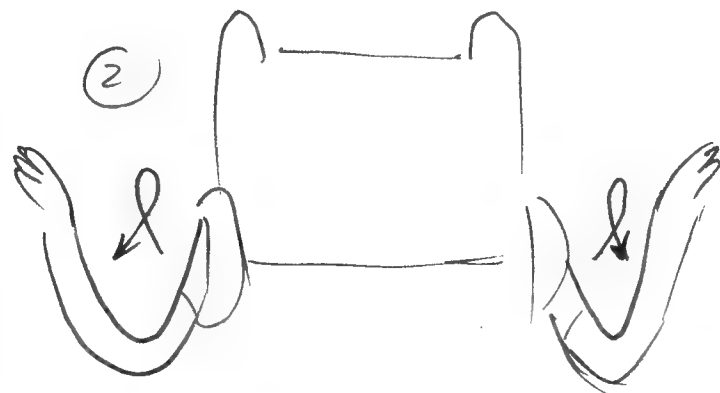
Sc. 30 Pnl. D Bg. day night



Dialog:

Action:

Timing:

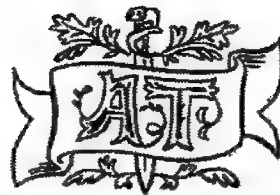


-Finn gives his arms a wiggly, wormy shake, then bolts them out rigidly

EPISODE # 1034-227

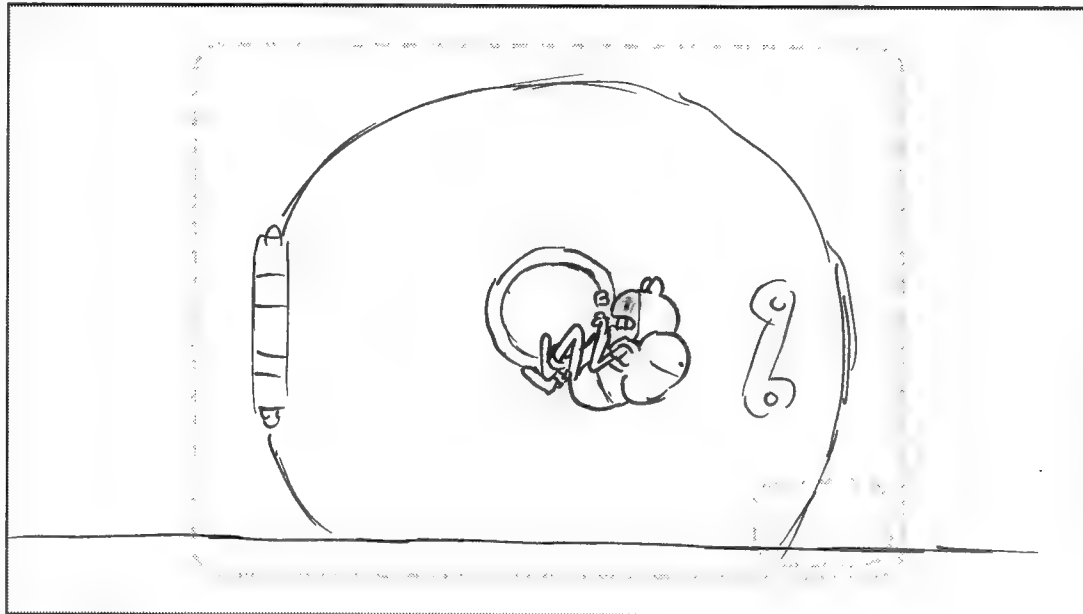
Production :

ADVENTURE TIME

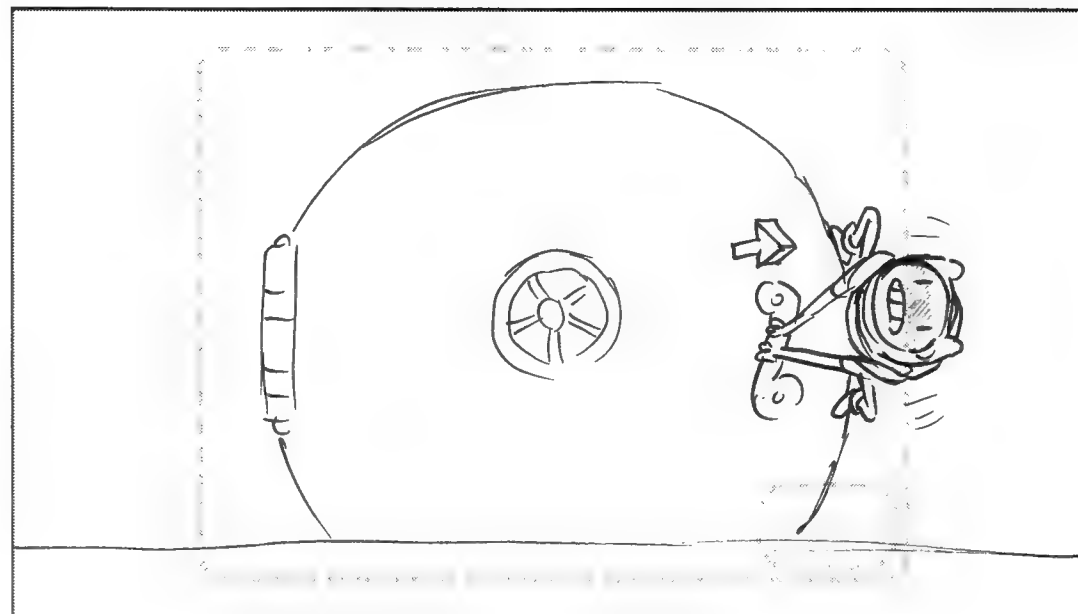


Page 57

Sc. 31 Pnl. A Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

(F:) RRRR

(F:) GRRRAHH

Action: * NO BLINKING *

* NO BLINKING *

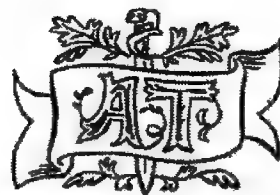
- RAPID FIRE MONTAGE OF FINN PULLING ON VAULT -

Timing:

EPISODE # 1034-227

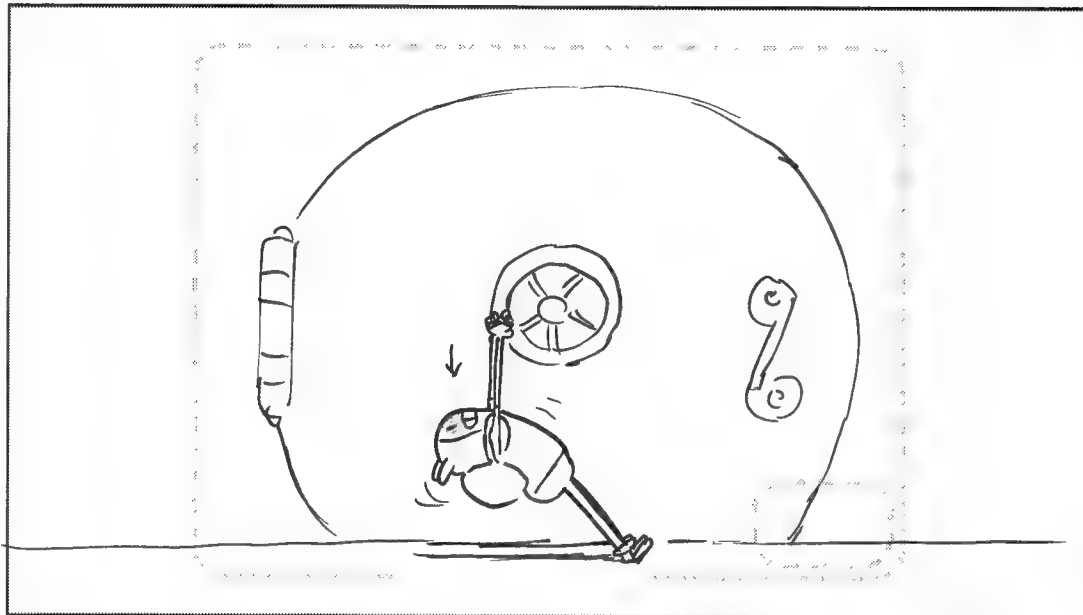
Production :

ADVENTURE TIME

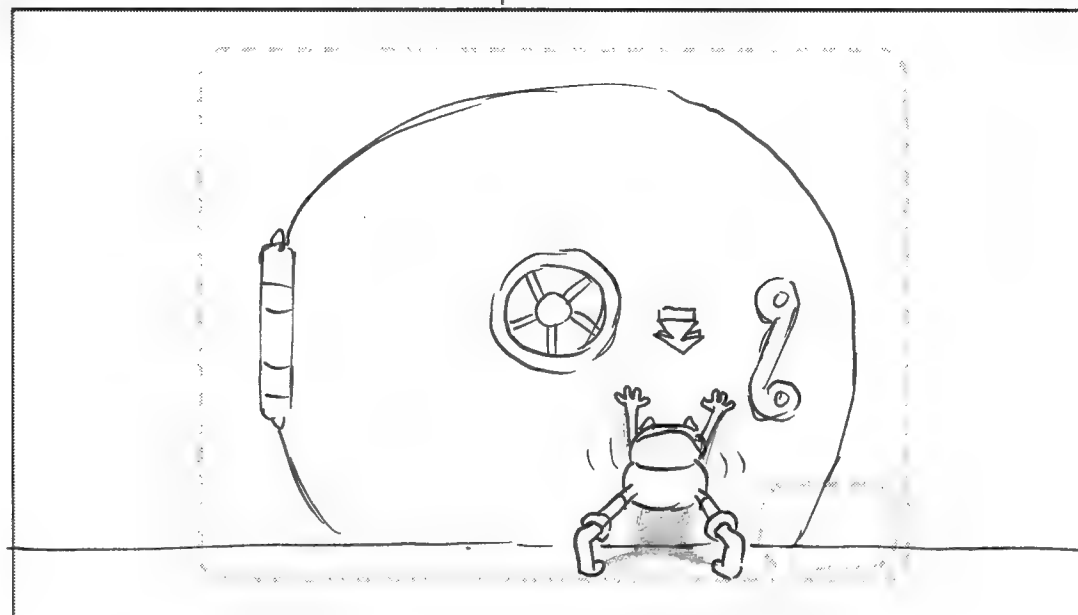


Page 38

Sc. 33 Pnl. A Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:

(F:) ENNGH

(F:) RRRRAHRR

Action:

* NO BLINKING *

- MONTAGE CONTINUES →

Timing:

1034-227

EPISODE #

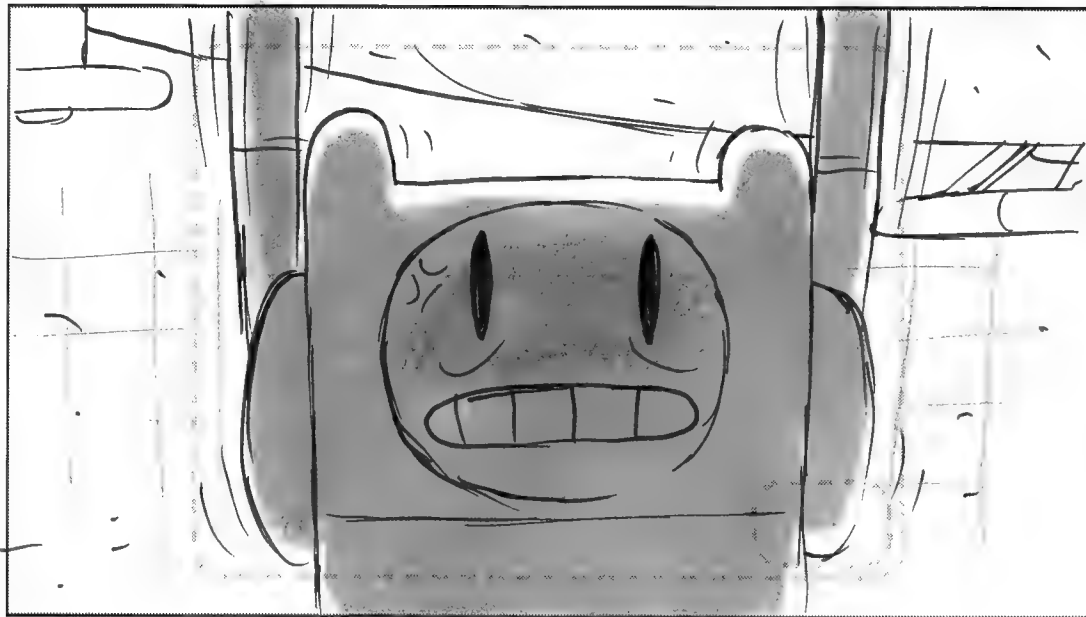
Production :

ADVENTURE TIME

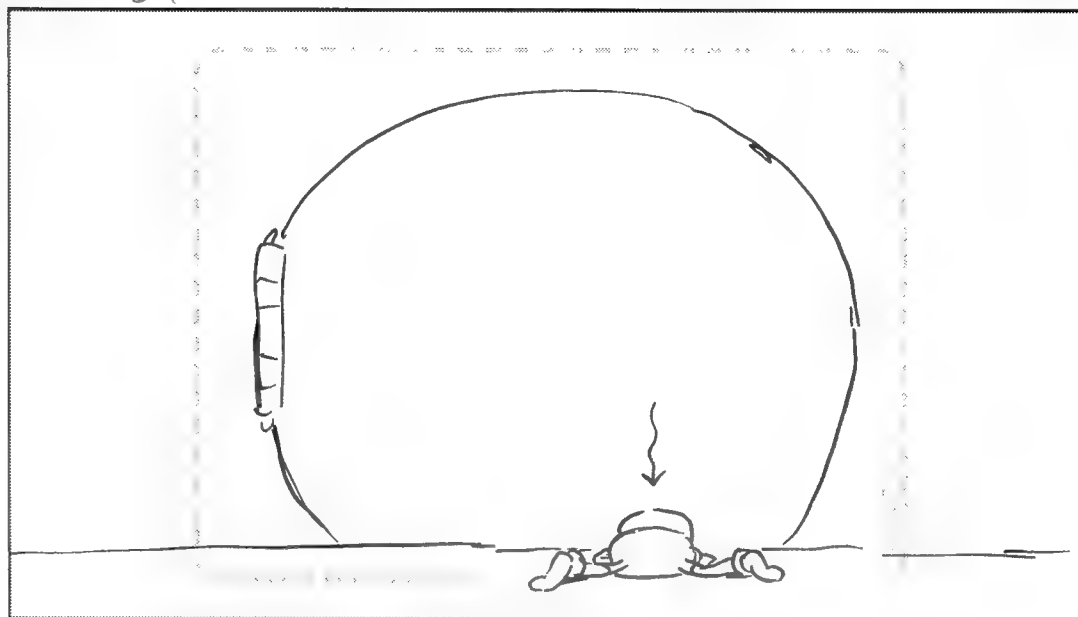


Page 39

Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

(F:) → RRRRRR rrr → rrr...

(SFX:) *slide* flump*

(FINN:) *huffing & puffing*

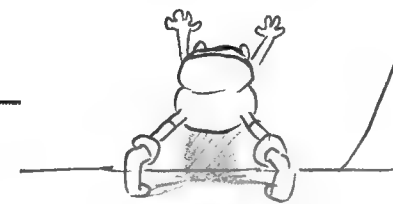
Action:

* NO BLINKS IN ANIMATION *

- Finn pushes on vault door.

- Finn slides down to the floor.

Timing:

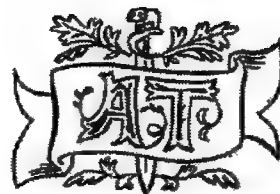


EPISODE # 1034-227

Production :

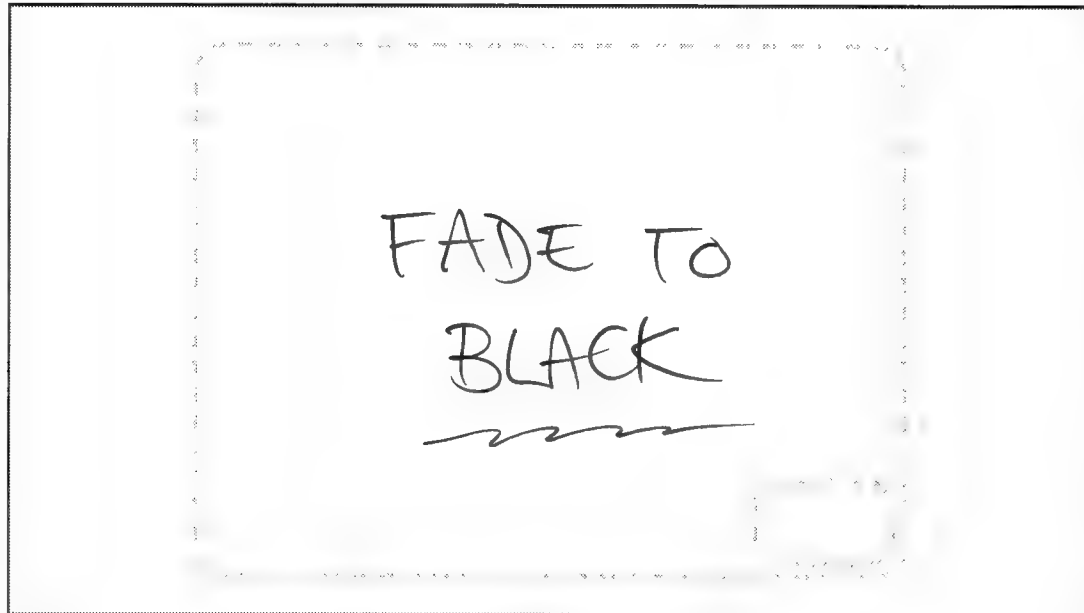
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ADVENTURE TIME

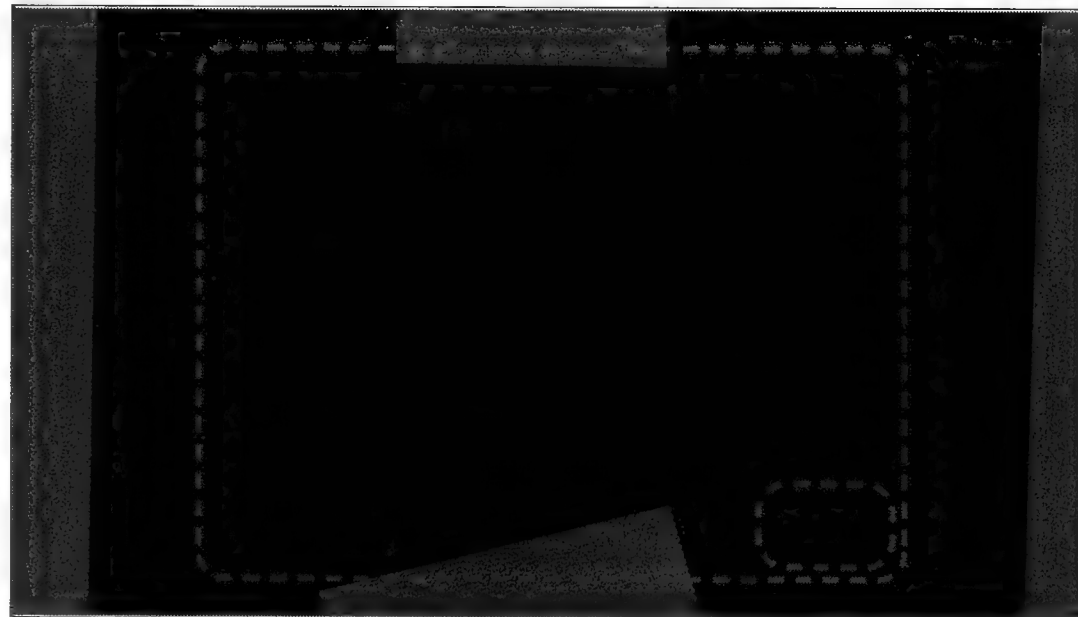


Page 40

Sc. Pnl. Bg. day night



Sc. 37 Pnl. A Bg. day night



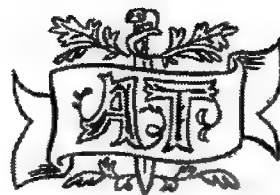
Dialog:	(Montage of Sound) (FINN) (A) RRRR (effort noises) (B) ARRGH (C) GRRRR
Action:	(D) RRRATHH (E) RRRR (F) ERGHHH FADE OUT
Timing:	

EPISODE # 1034-227

Production :

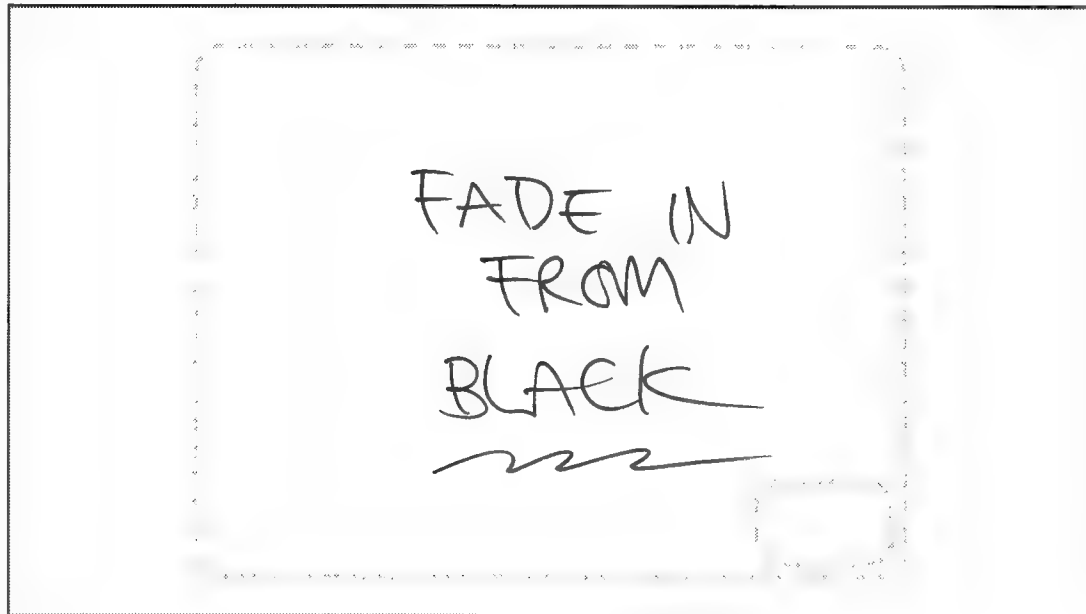
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ADVENTURE TIME

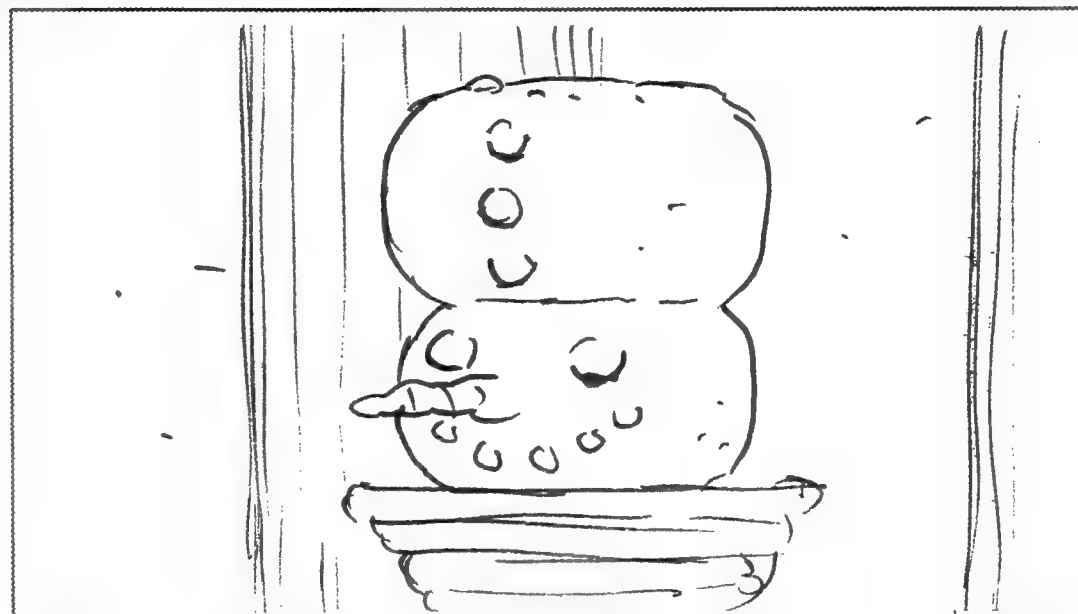


Page 41

Sc. Pnl. Bg. day night



Sc. 38 Pnl. A Bg. day night



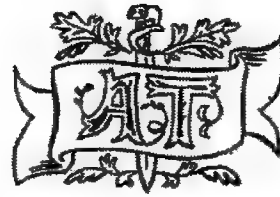
Dialog:	(FINN) (OS) * Huffing & puffing *
Action:	
Timing:	

1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 2

Sc.

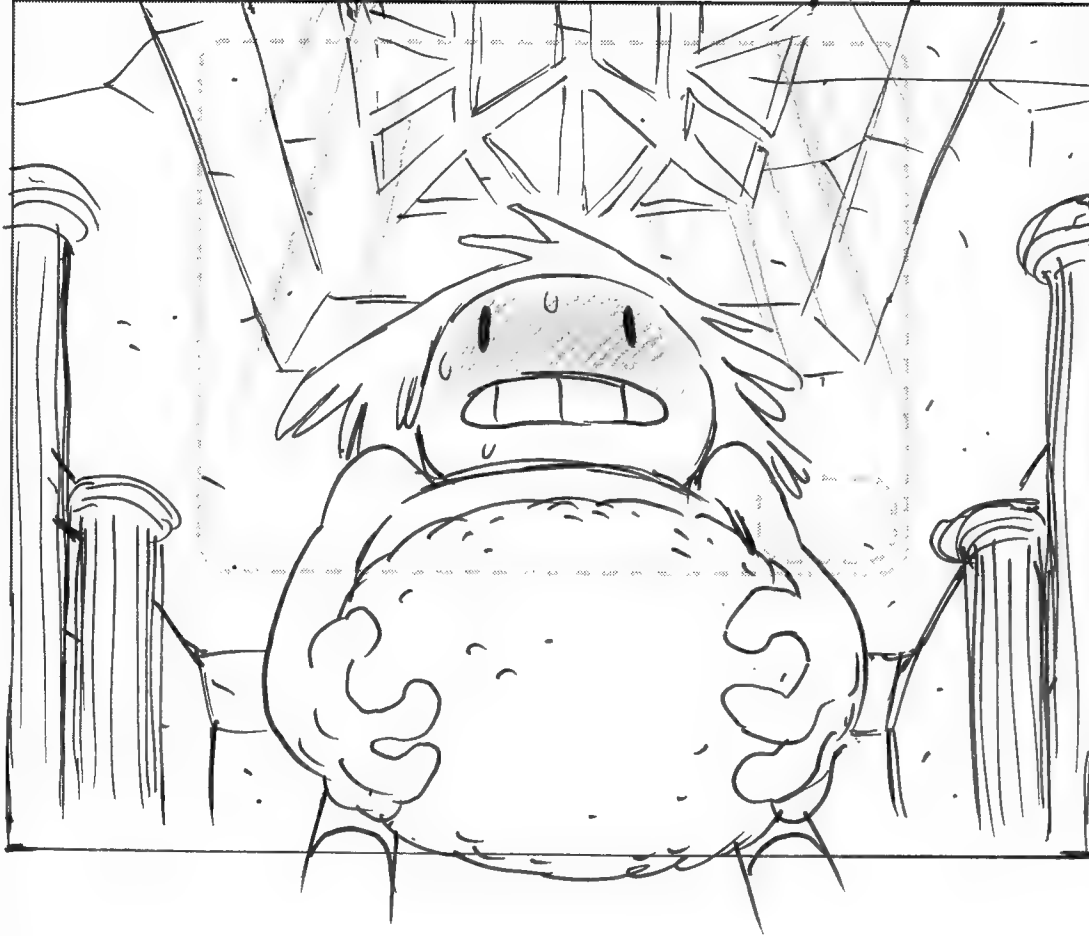
39

Pnl.

A

Bg.

day night



Ambient
white light
(no visible
clouds/sky)

Dialog:

(FINN) * Huffing & puffing *

Action:

Timing:

EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 43

Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



Dialog:

(F:) (exertion noise)

(F:) YAAAHHH →

Action:

- Finn hefts up stone.

- Finn yells.

Timing:

EPISODE # 1034-227

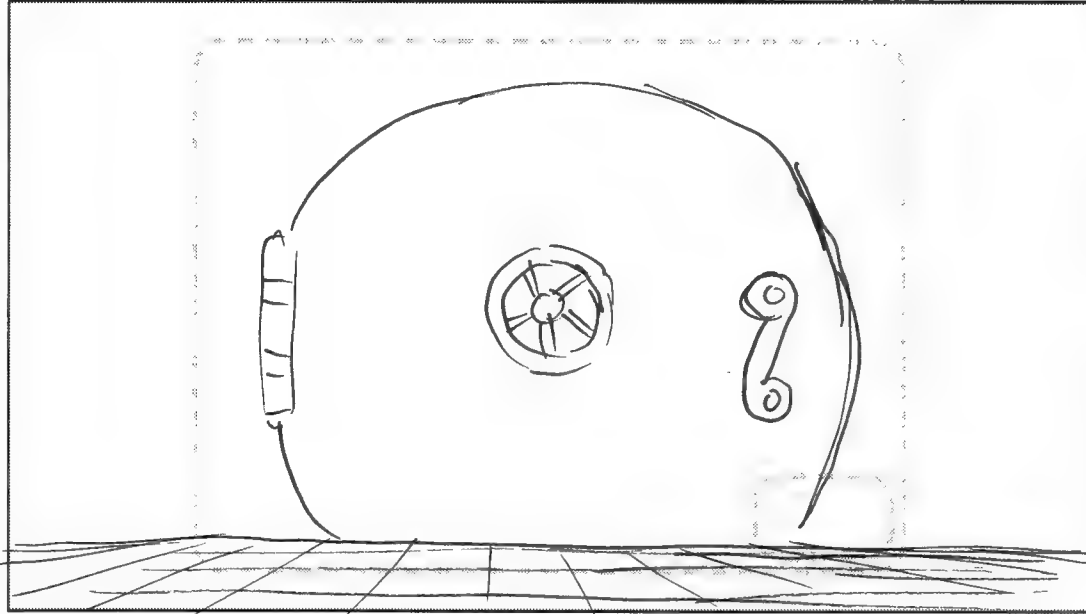
Production :

ADVENTURE TIME

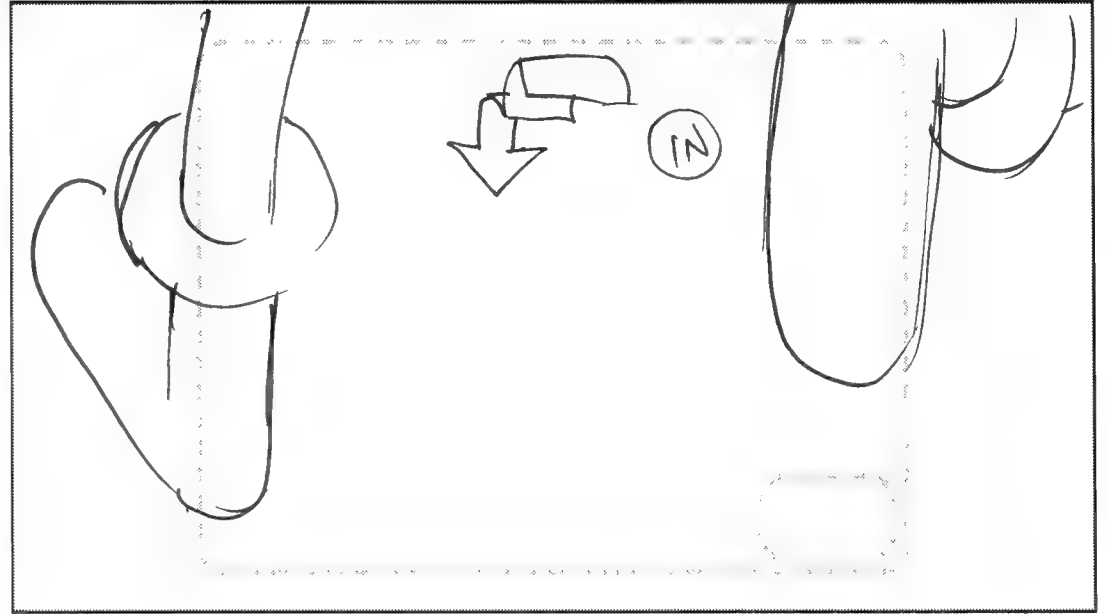


Page 44

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:

(F:) → - AAAH H H H →
(cont.)

Action:

- Finn runs up to vault door -

Timing:



EPISODE # 1034-227

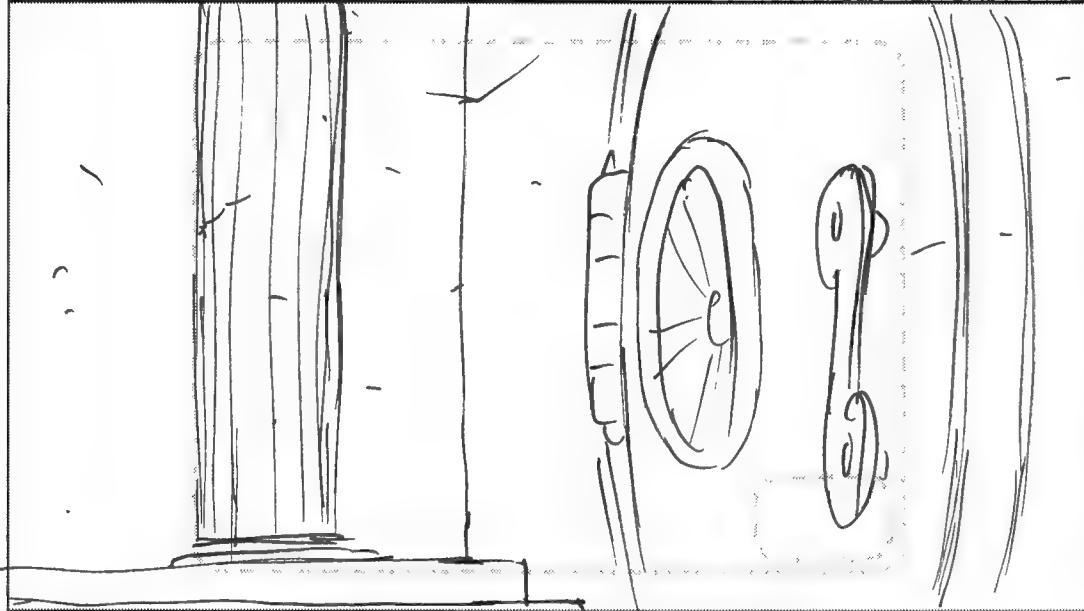
Production :

ADVENTURE TIME



Page 45

Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



Dialog:

(F: cont) → A A H H H !!

Action:

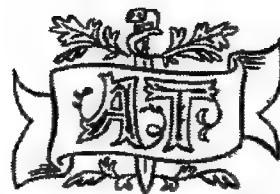
- Finn runs in with stone.

Timing:

EPISODE # 1034-227

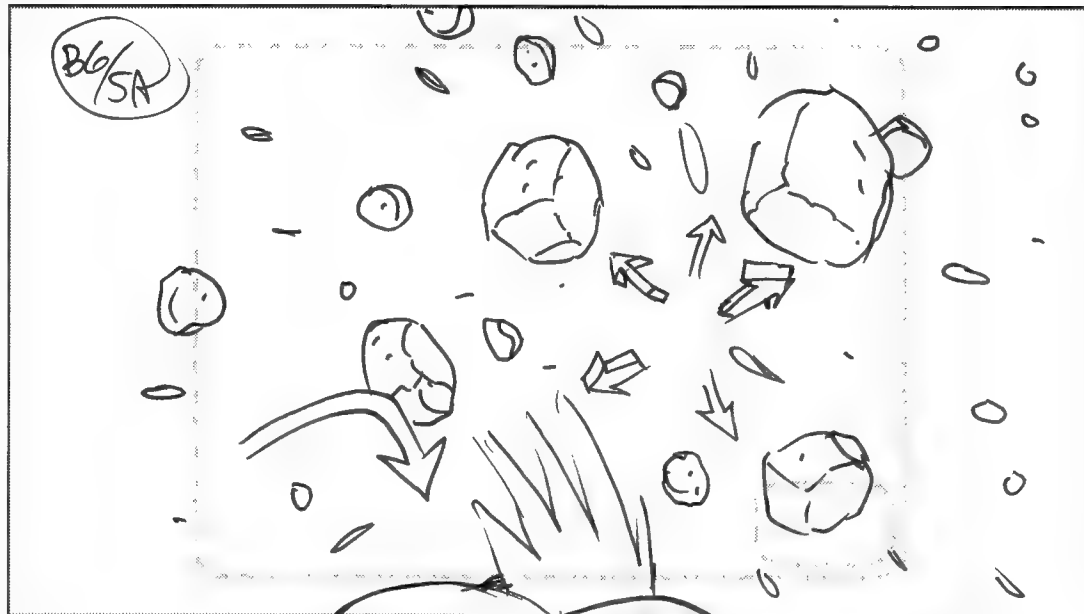
Production :

ADVENTURE TIME



Page 46

Sc. 41 Pnl. C Bg. day night



Sc. 41 Pnl. D Bg. day night



Dialog:

(SFX: SMASH!

Action: - Finn throws stone against vault door and it shatters.

Timing:

EPISODE # 1054-227

Production :

ADVENTURE TIME

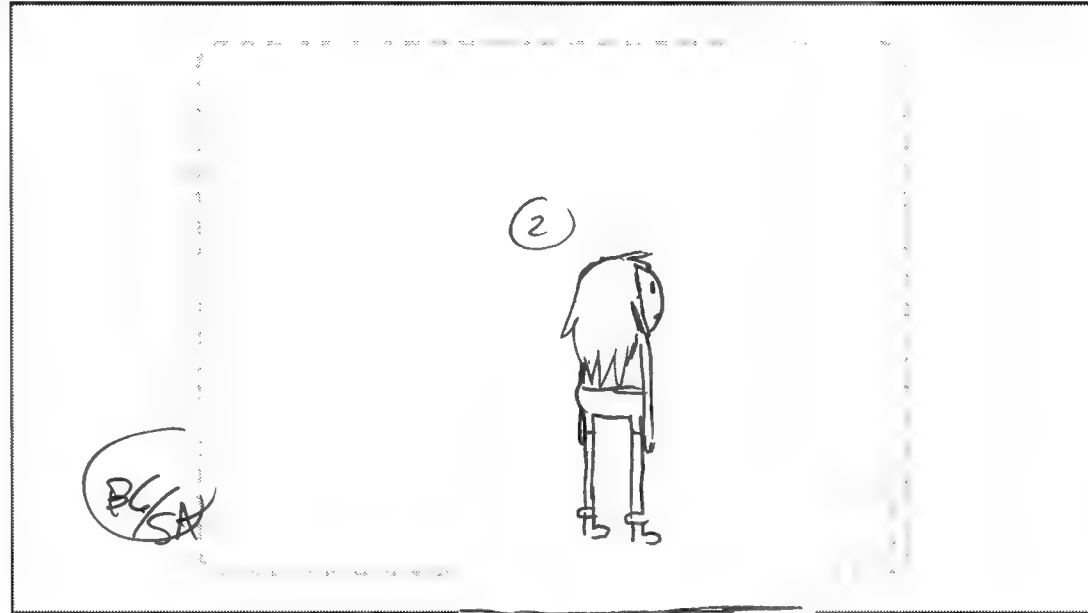


Page 47

Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:

- BEAT -

Action:

- Finn looks up at unaffected door, then stands.



Timing:

EPISODE #
1034-227

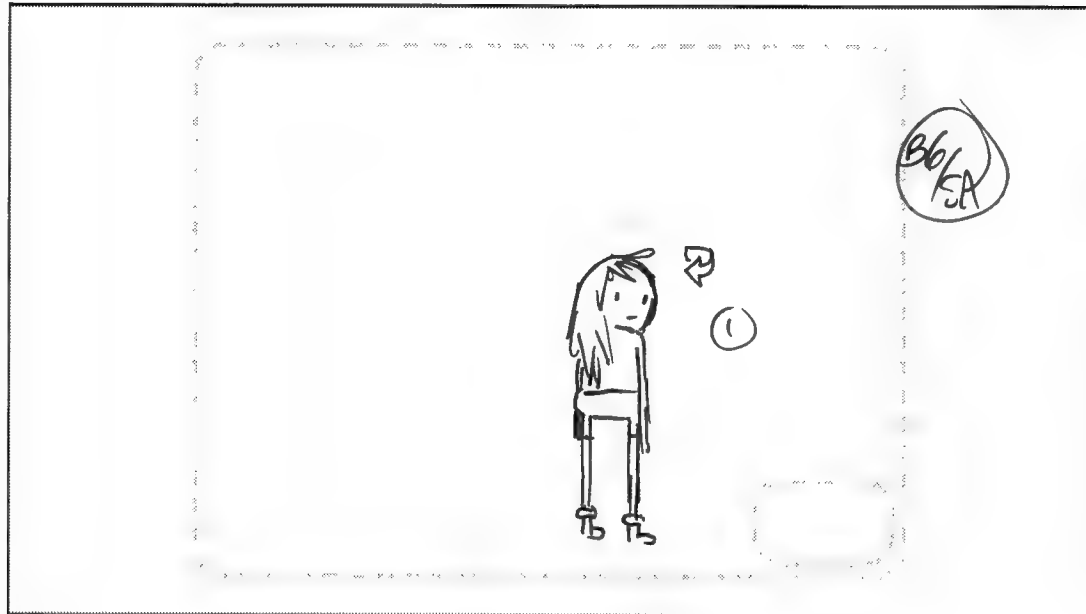
Production :

ADVENTURE TIME



Page 08

Sc. 42 Pnl. C Bg. day night



Sc. 43 Pnl. A Bg. day night



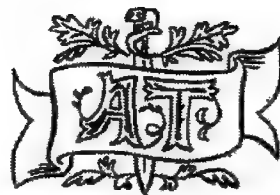
Dialog:		
Action:		
Timing:		

FINN (winded): ① Great...
② What am I sbozda do now?

EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 49

Sc. 43 Pnl. B Bg. day night



Sc. 43 Pnl. C Bg. day night



Dialog: (F) * 316 NOSE INHALE *

(FINN) : SIGHH ... :

Action: - Finn takes a big inhale, then leans back as he sighs, intending to rest against the vault door.

Timing: (2)

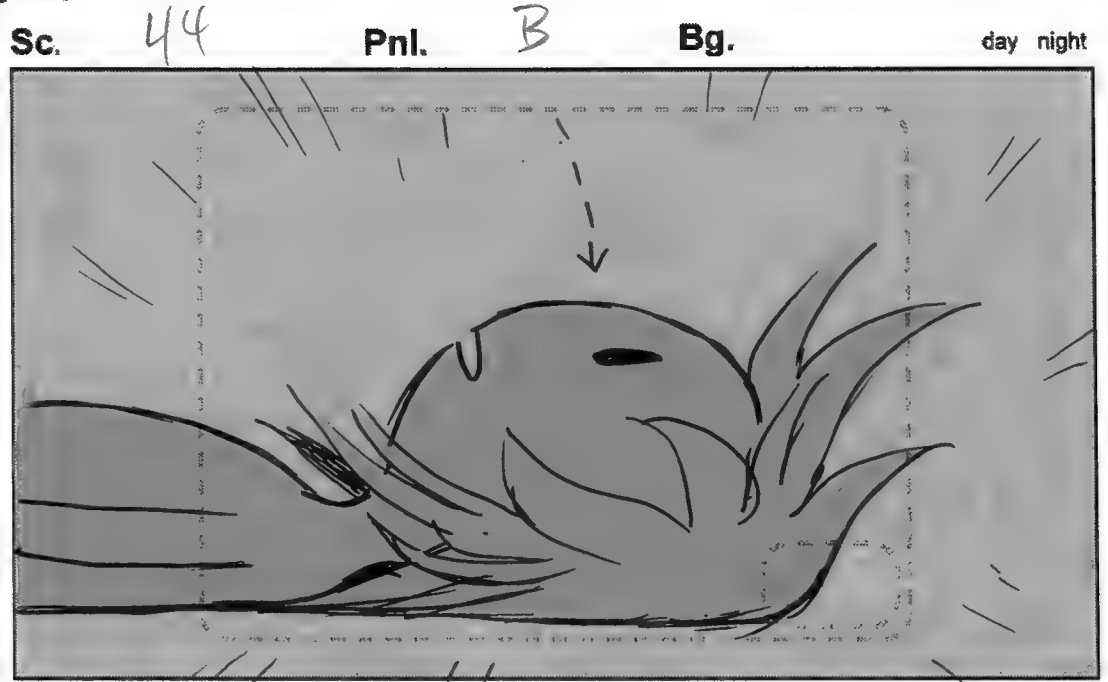
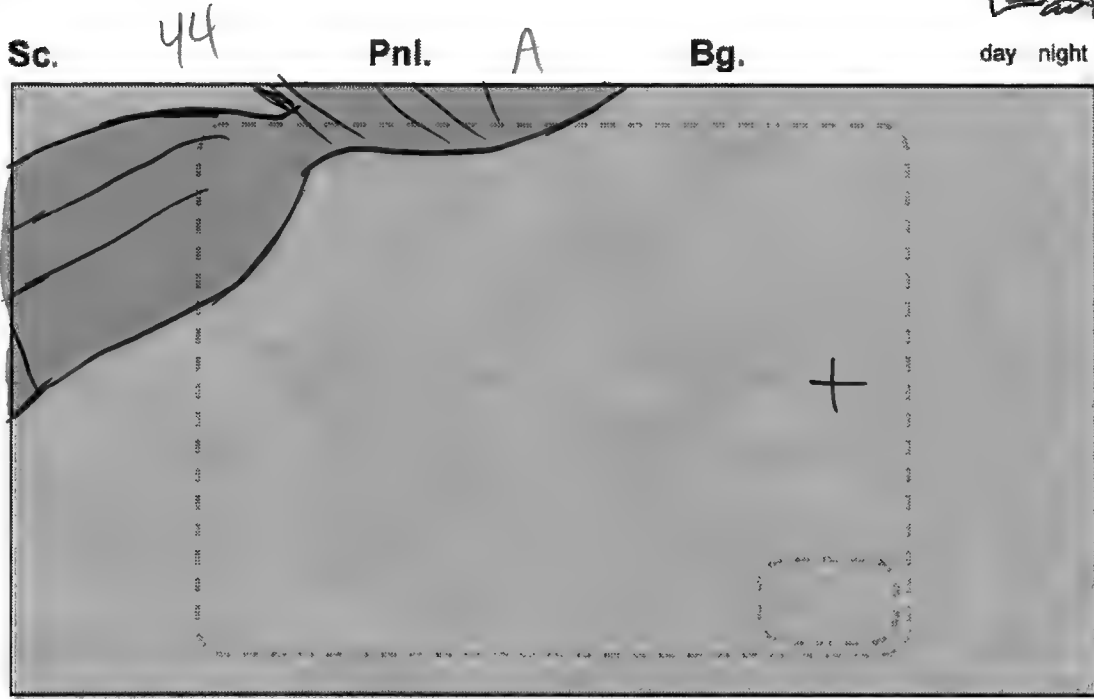
EPISODE # 1034-227


Production :

ADVENTURE TIME



Page 50



Dialog:		(SFX:) Finn slamming into floor
Action:		- Finn unknowingly falls through the vault door and slams into the ground.
Timing:		- Finn should always be "above" the closed-eye texture - but I only drew it that way this time ↗

1034-227

EPISODE #

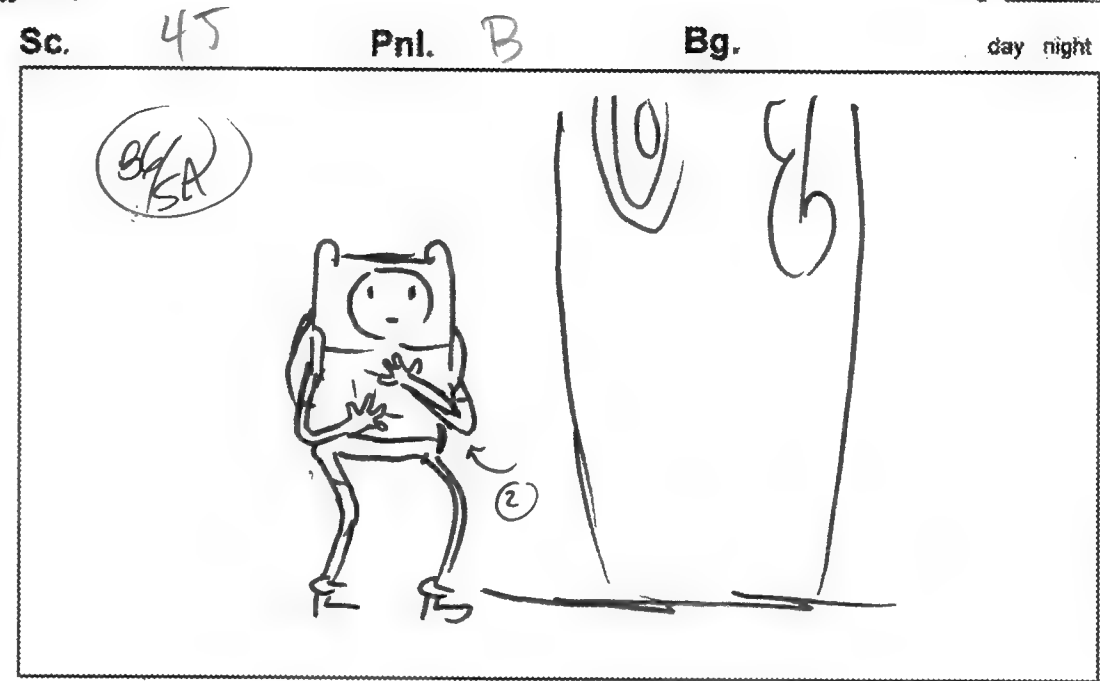
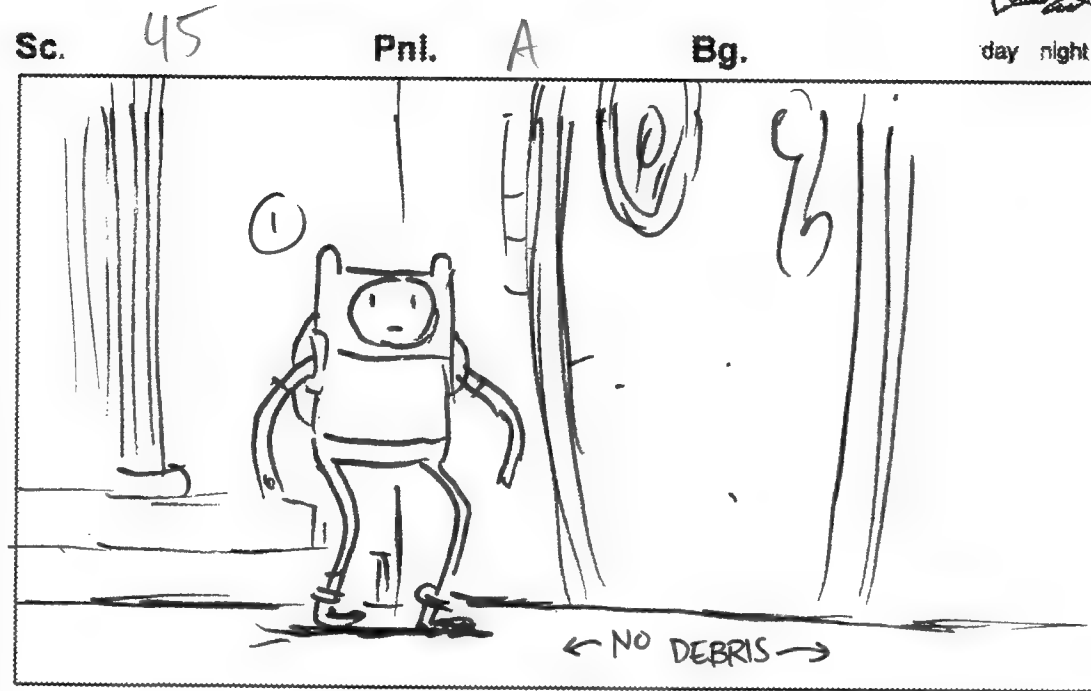
Production :

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ADVENTURE TIME



Page 51



Dialo...		
Actio		
Timin	<p>- Finn looks around, confused.</p>	<p>- Finn feels himself, confused.</p>

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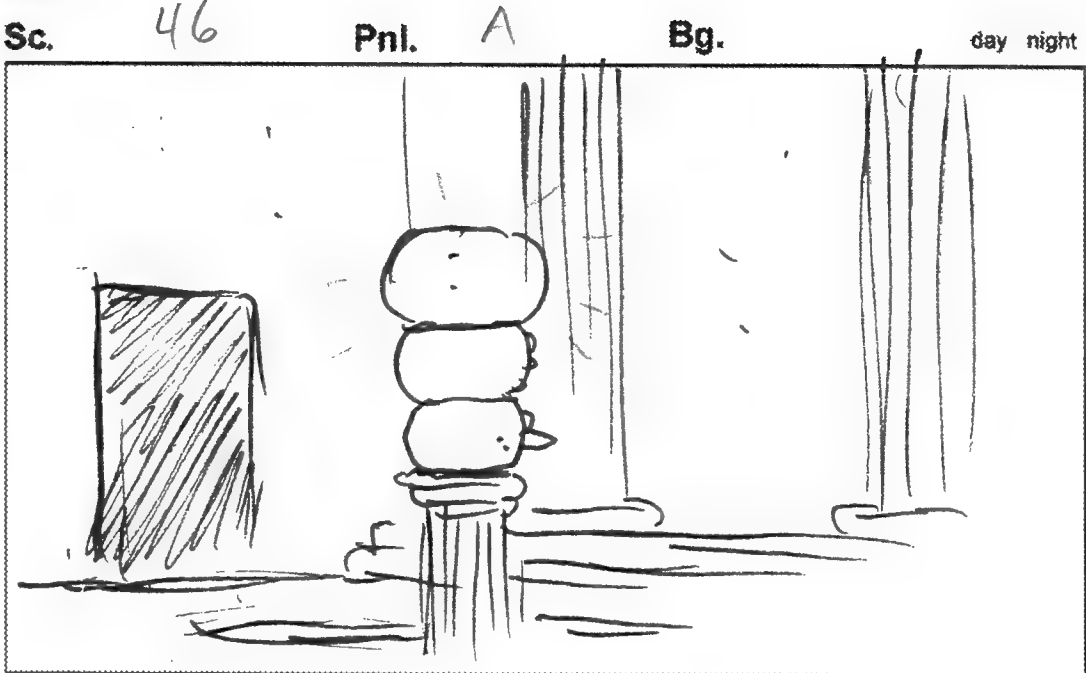
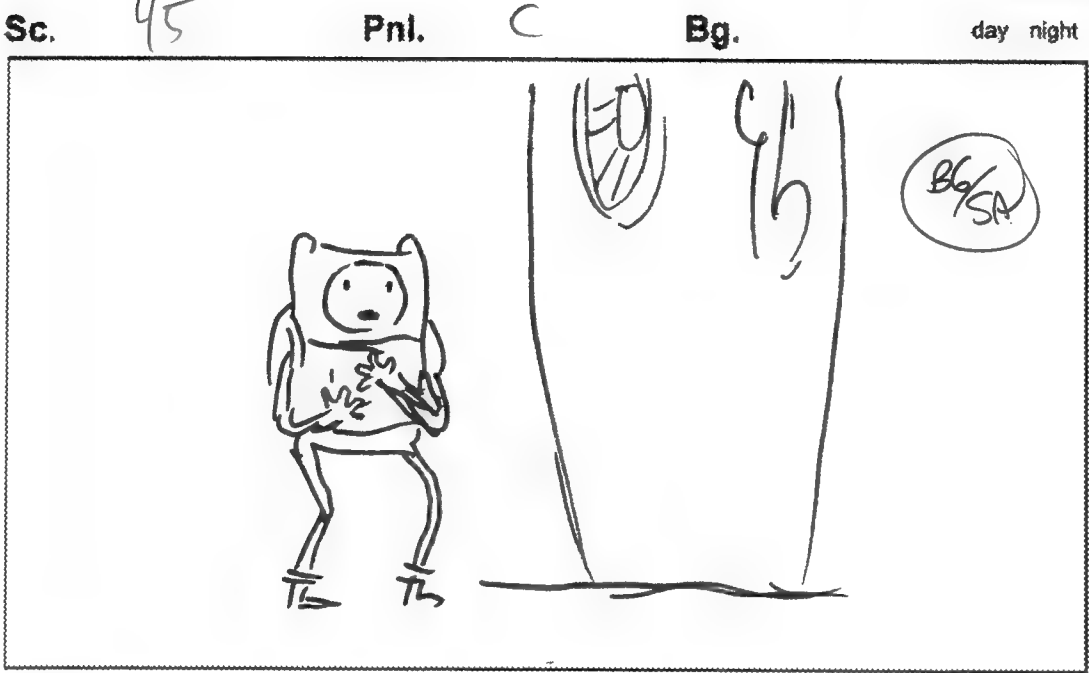
EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 52



Dialog:

(2)

Action: (F) ① Wait -

Timing: - Finn looks back at the snowman statue.

(F:) heh...

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EPISODE# 1034-227

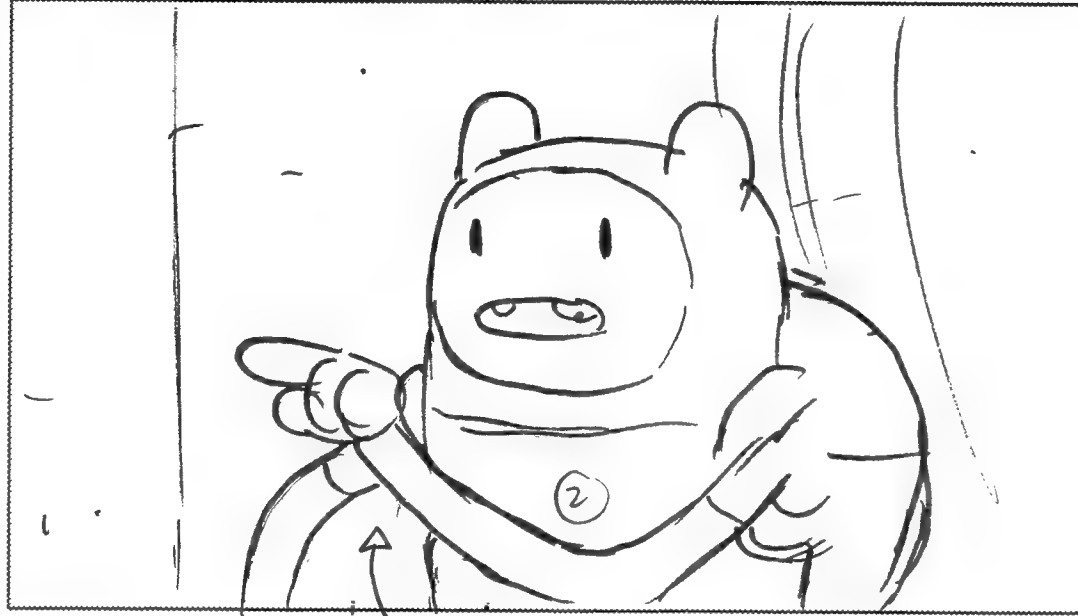
Production :

ADVENTURE TIME



Page 53

Sc. 47 Pnl. A Bg. day night



Sc. 47 Pnl. B Bg. day night

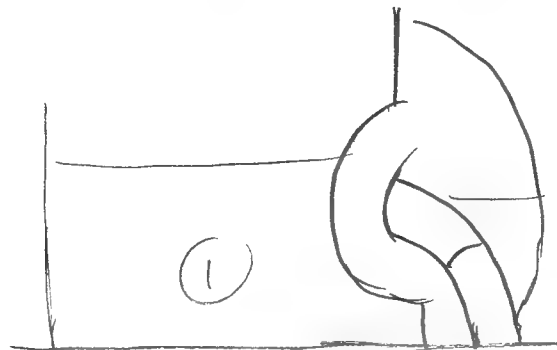


Dialog:

(F:) I just
smashed you.

Action:

Timing:



(F:) (1) I..

- Confused, Finn looks
back at the vault
door.



EPISODE # 1034-227

Production :

ADVENTURE TIME



54

Page _____

Sc.

48

Pnl.

A

Bg.

day night



Sc.

49

Pnl.

A

Bg.

day night



Dialog:

(F) ⁽⁶⁵⁾ ah...

Action:

Timing:

(F) (2) ... magic door..



EPISODE # 1034-227

Production :

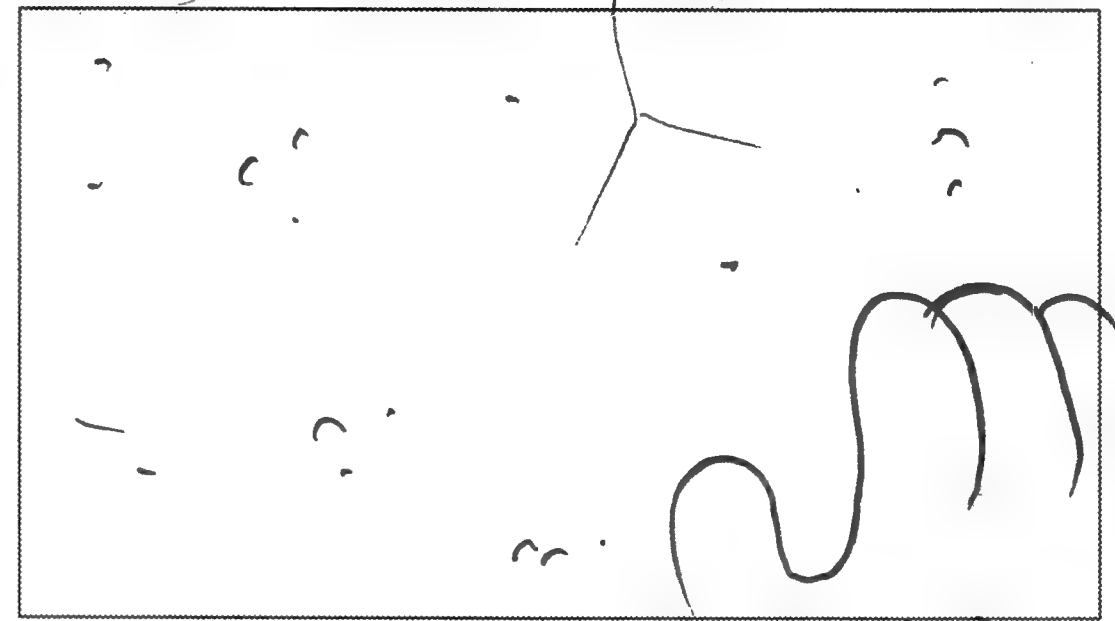
ADVENTURE TIME



Sc. 49 Pnl. B Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog:	<p>(F:) okay...</p>
Action:	<p>- Finn prepares to touch the vault door.</p>
Timing:	

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EPISODE # 1034-227
Production :

ADVENTURE TIME

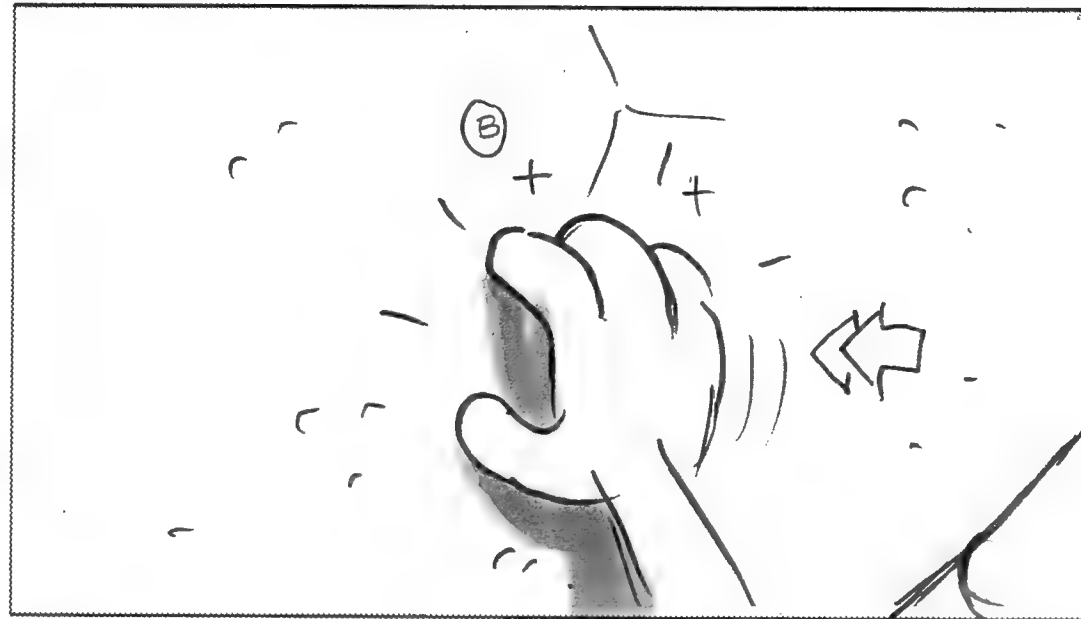


Sc. 50

Pnl. B

Bg.

day night

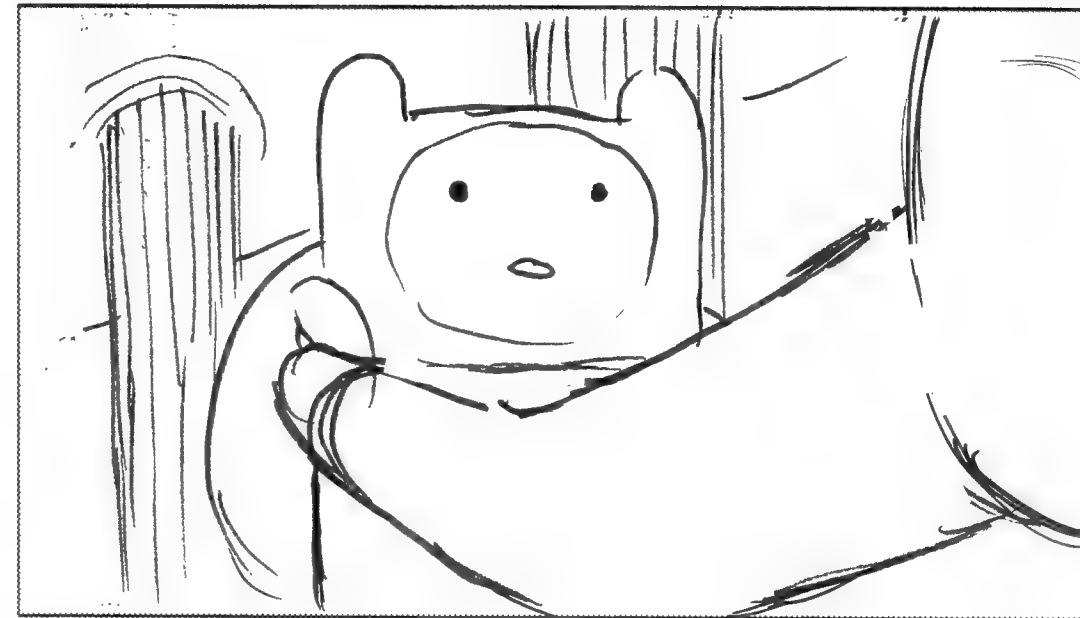


Sc. 51

Pnl. A

Bg.

day night



Dialog:

(SFX) = TAP
TAP =
TAP

Action:

(A) (B) (A) (B) (A) (B)

-Finn taps his hand on the
vault door.

Timing:

+ (A) +



1034-227

EPISODE #

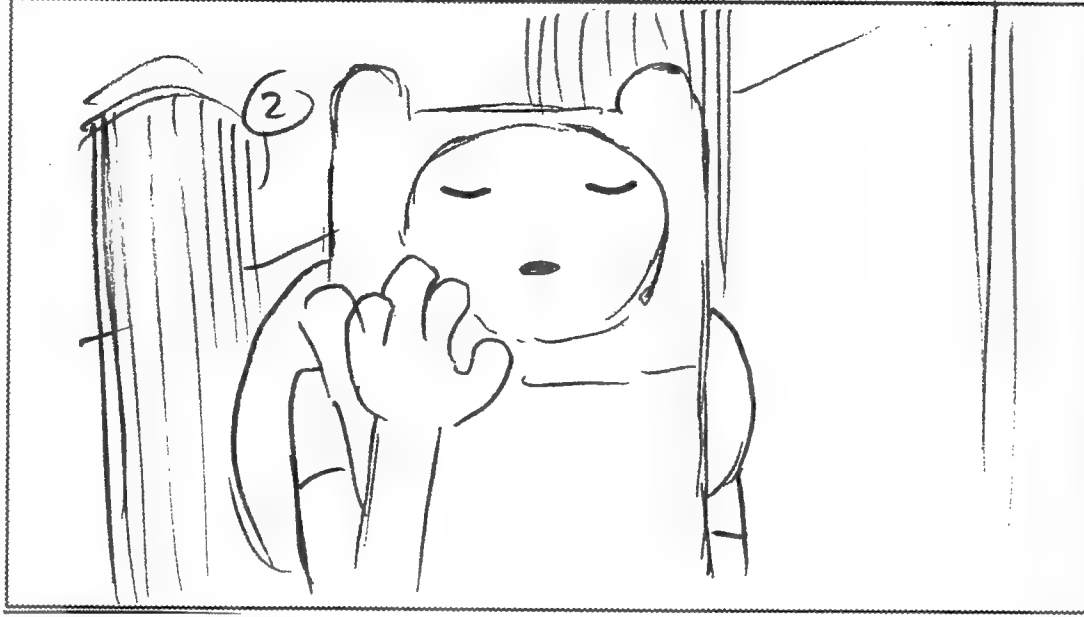
Production :

ADVENTURE TIME

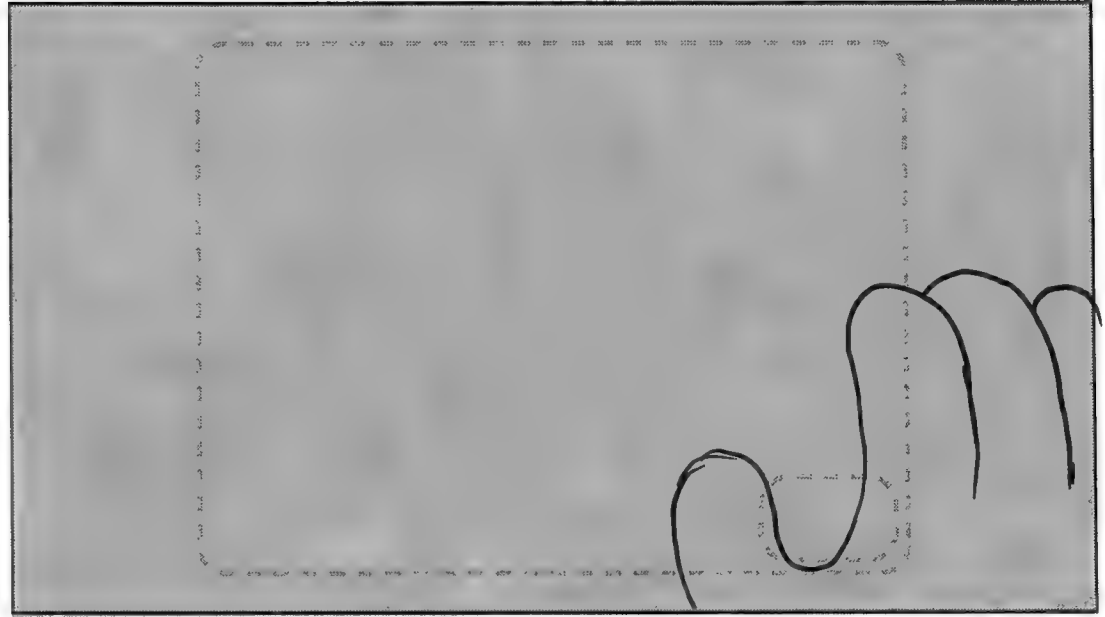


Page 57

Sc. 51 Pnl. B Bg. day night



Sc. 52 Pnl. A Bg. day night

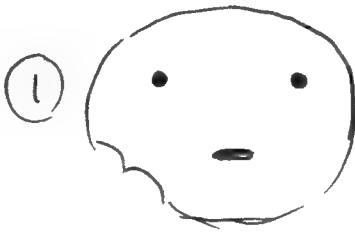


Dialog:

(F:) ① But if ② I ...

(F:) So far so good ...

Action:



- Finn closes his eyes.

Timing:

EPISODE # 1034-227

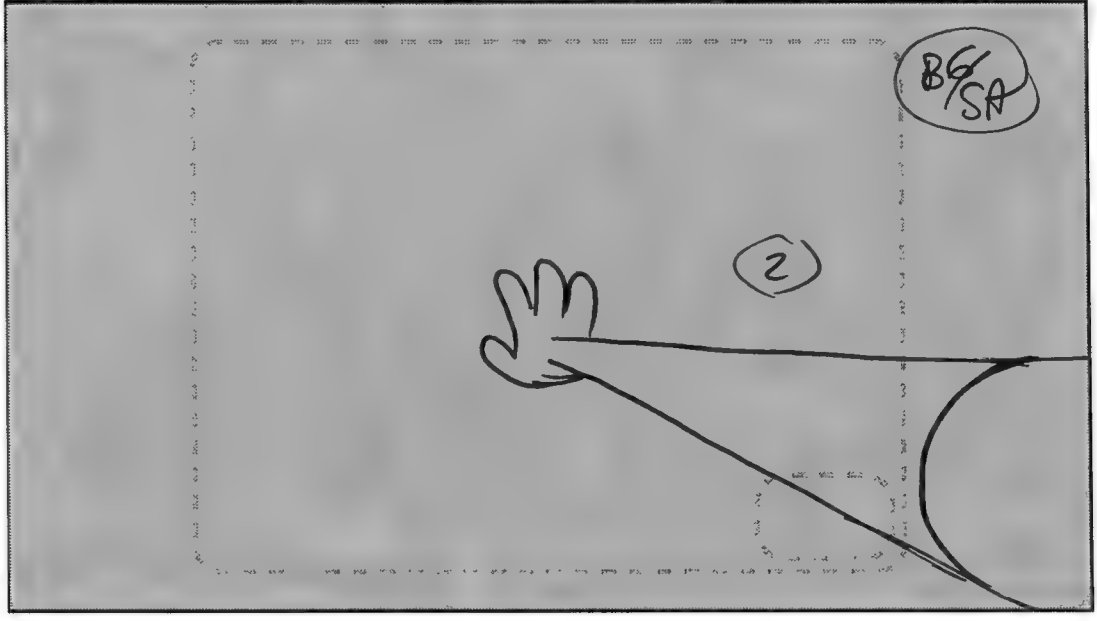
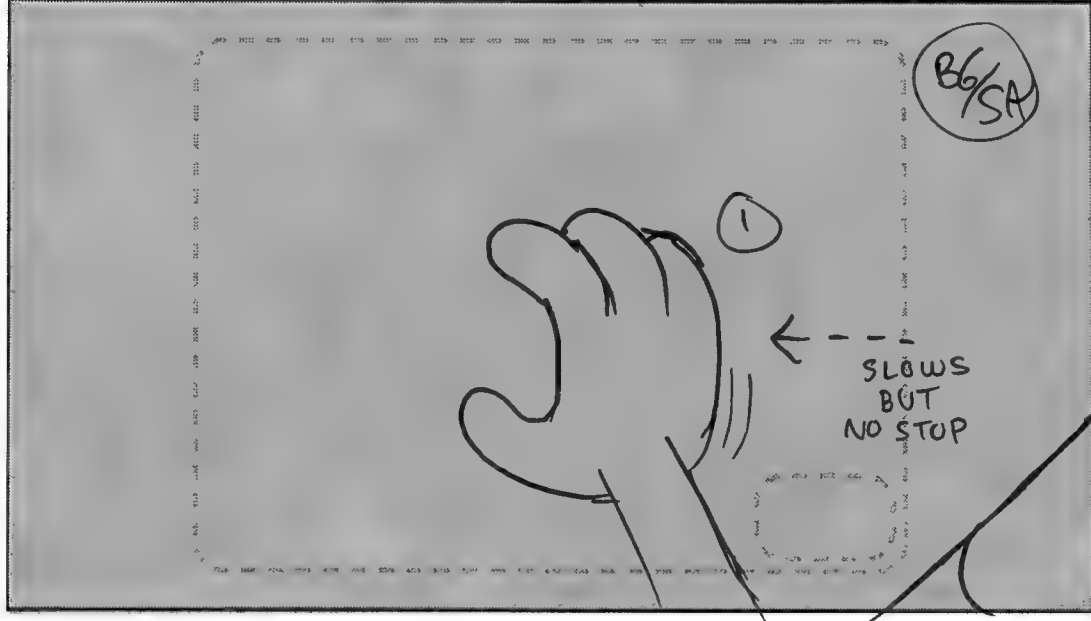
Production :

ADVENTURE TIME



Sc. 52 Pnl. B Bg. day night

Sc. 52 Pnl. C Bg. day night



Dialog:

(F)(realisation) ahh...

Action: - Finn reaches out towards the door, his hand slows, but doesn't stop - and he continues to extend his arm all the way.

Timing:

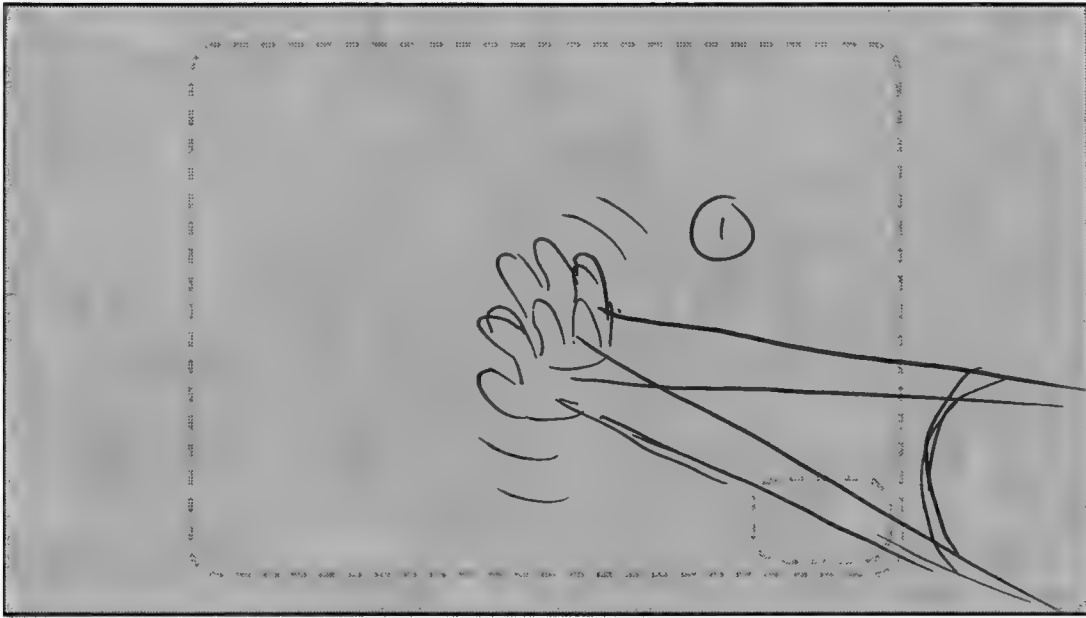
EPISODE # 1034-227

Production :

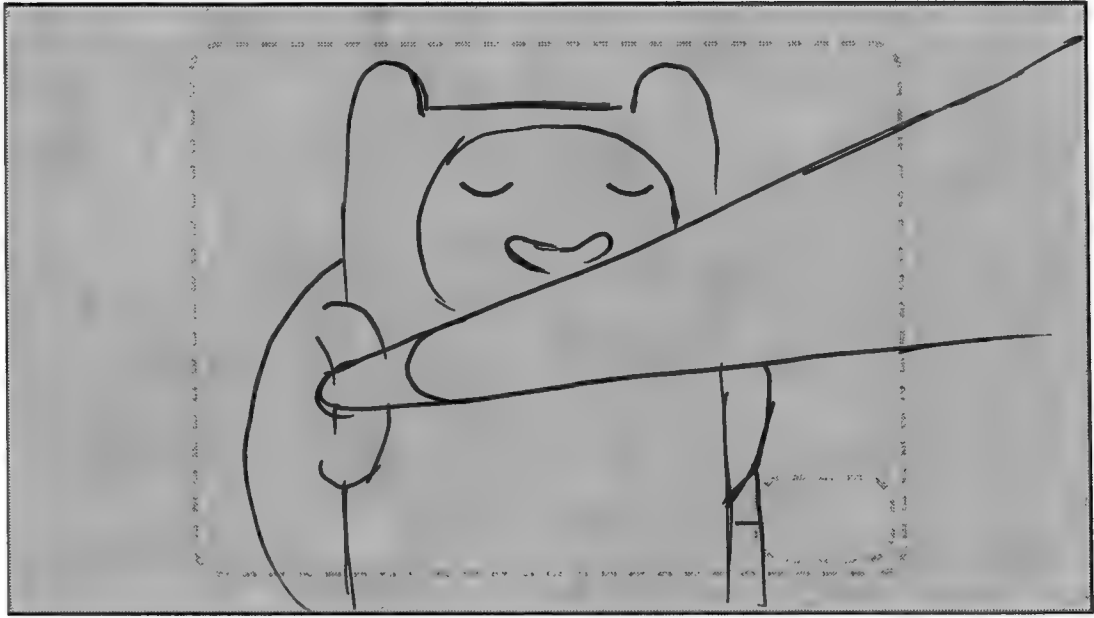
ADVENTURE TIME



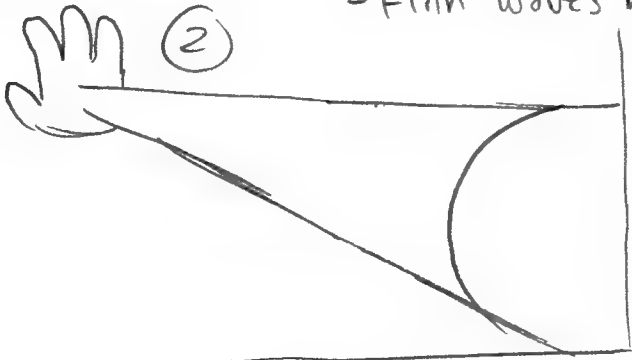
Sc. 52 Pnl. D Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	(FINN) haha! Well done Finn -	
Action:	- Finn waves his arm around.	
Timing:		



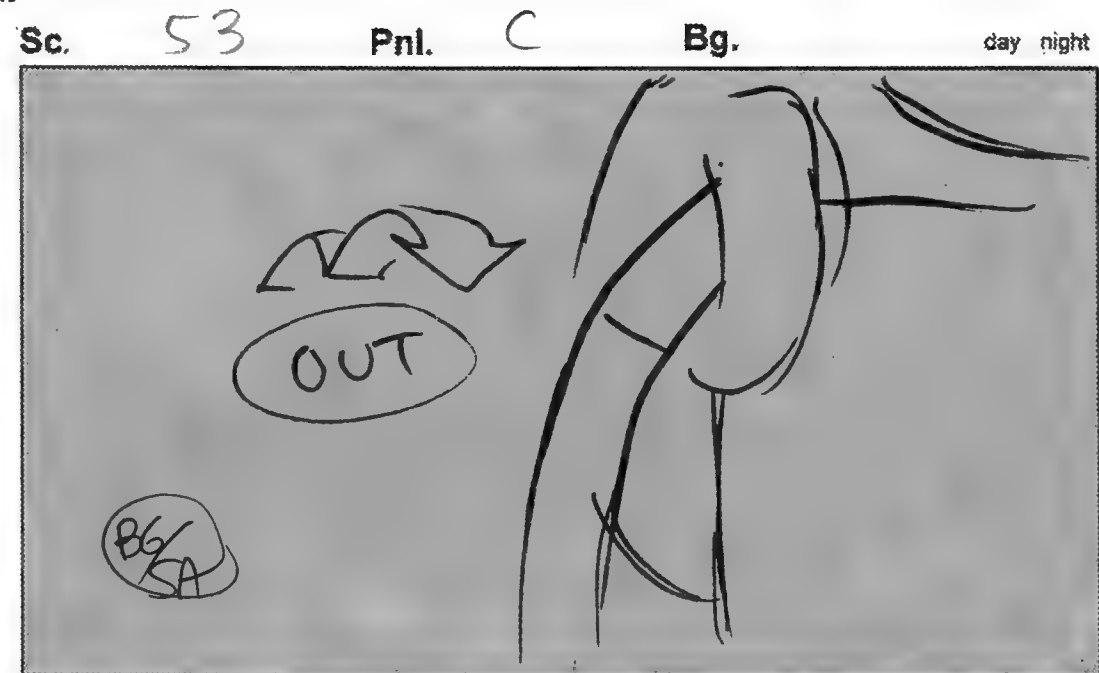
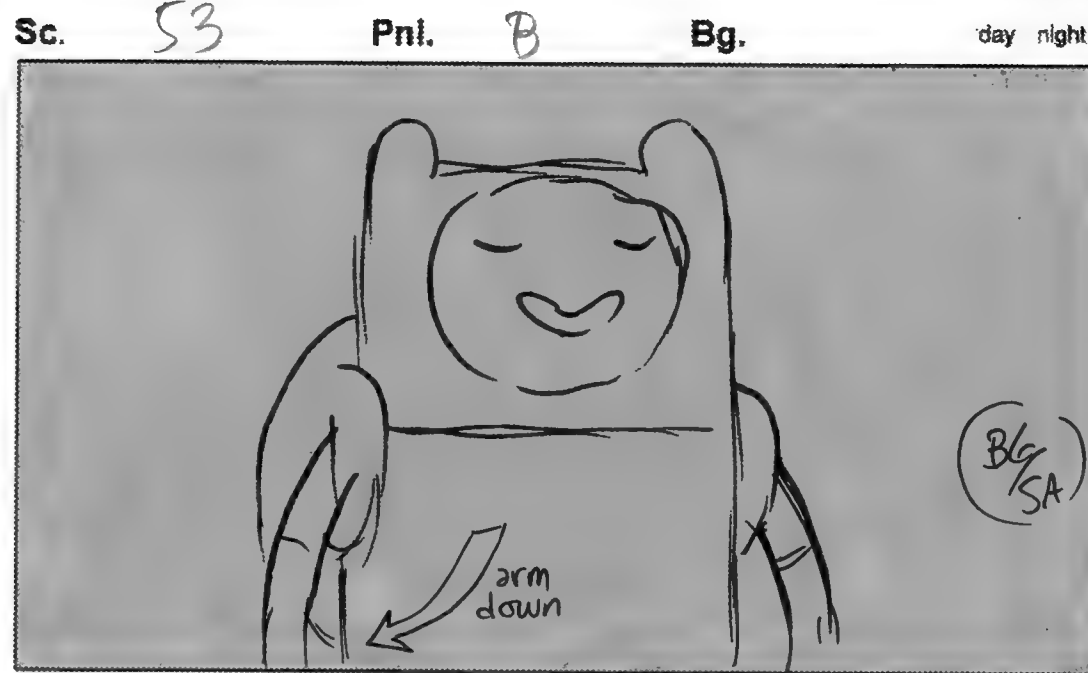
EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 60



Dialog:

(F:) You solved
the magic
door.

Action:

* eyes stay CLOSED *



Timing:

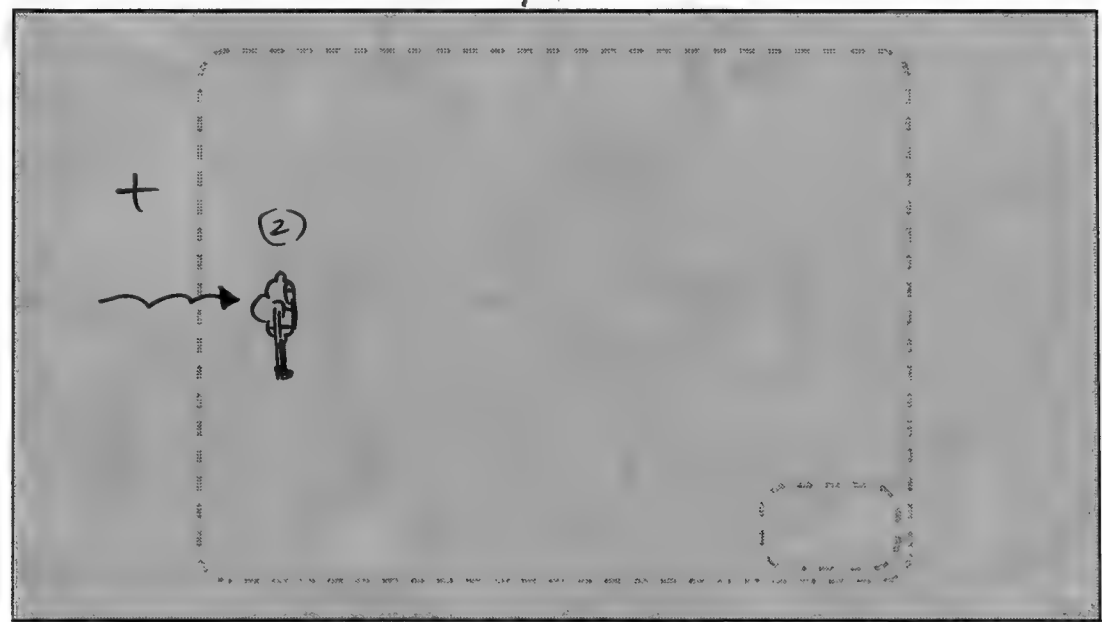
EPISODE # 1034-227

Production :

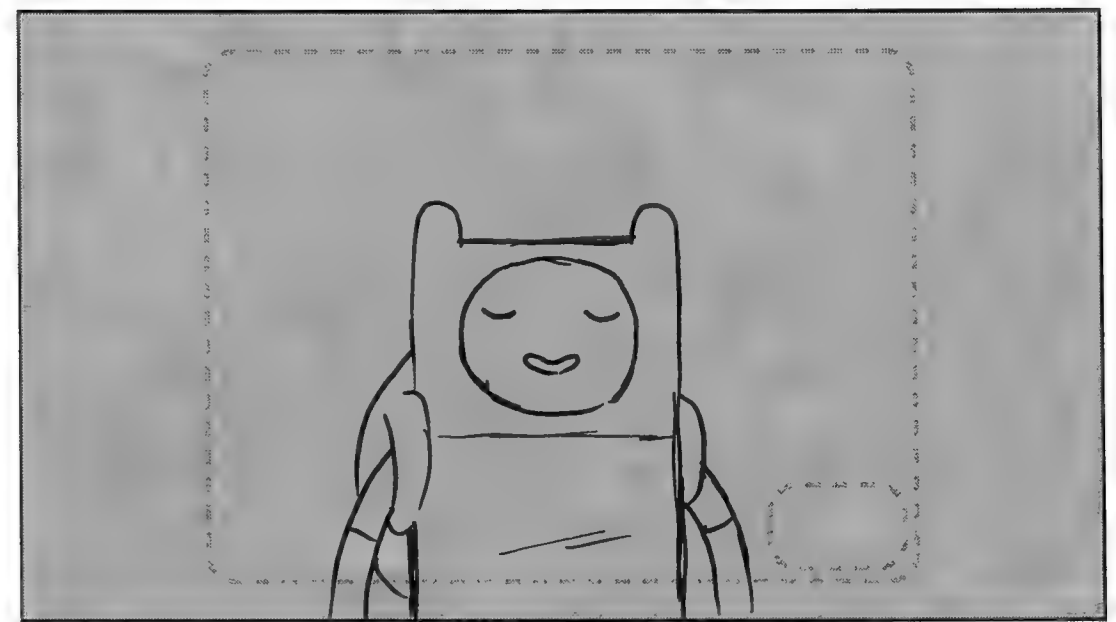
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	(F:) ② There, →	(F:) → that oughta done it.	(ALT:) that should be far enough.
Action:	+ -Finn walks on screen.		
Timing:	IN		

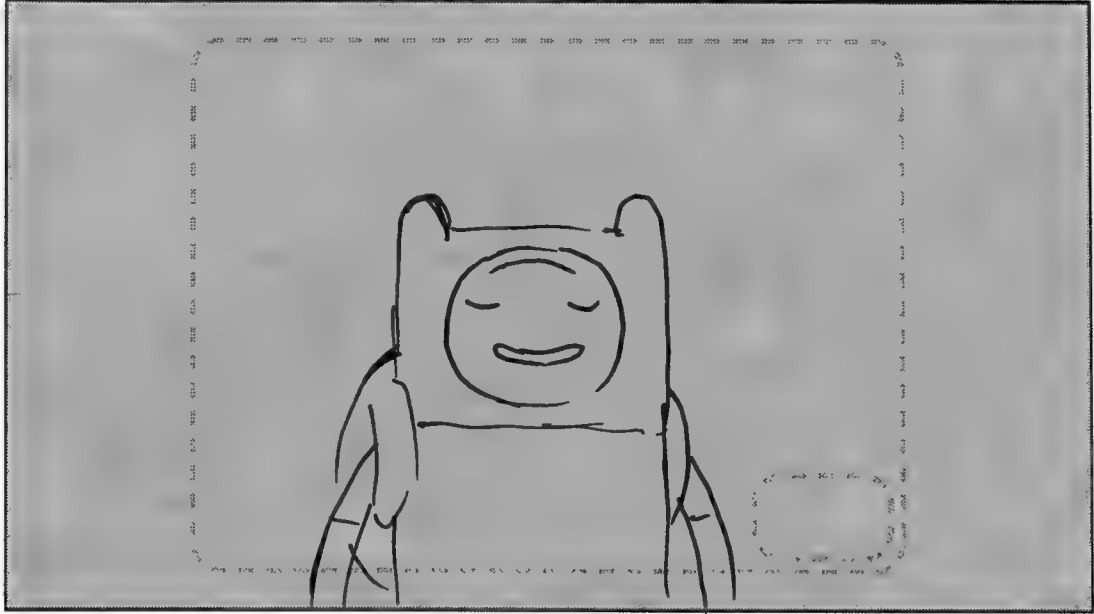
EPISODE # 1034-227
Production :

ADVENTURE TIME

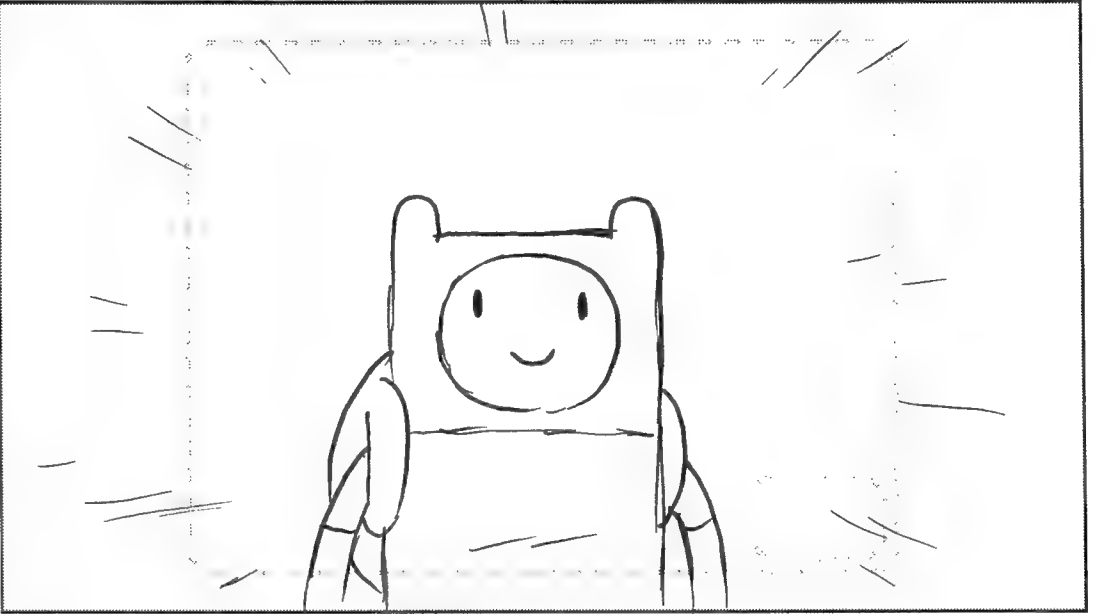


Page 60

Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog:	<u>FINN.</u> ... aaannndd...
Action:	- Finn opens his eyes, and, in a flash, is returned to the vault.
Timing:	

1034-227

EPISODE #

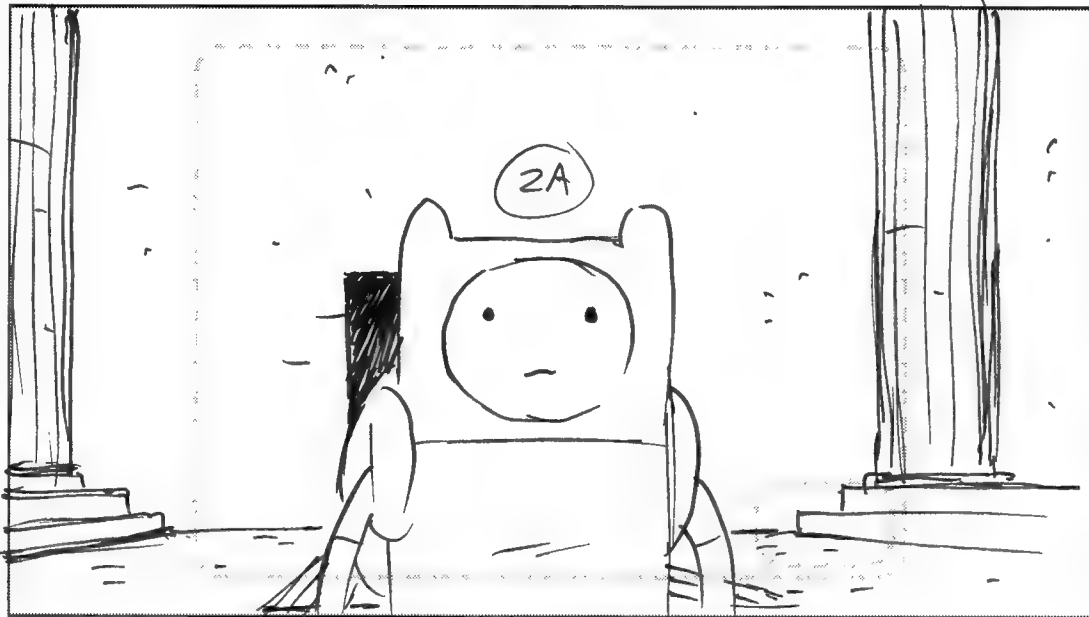
Production :

ADVENTURE TIME

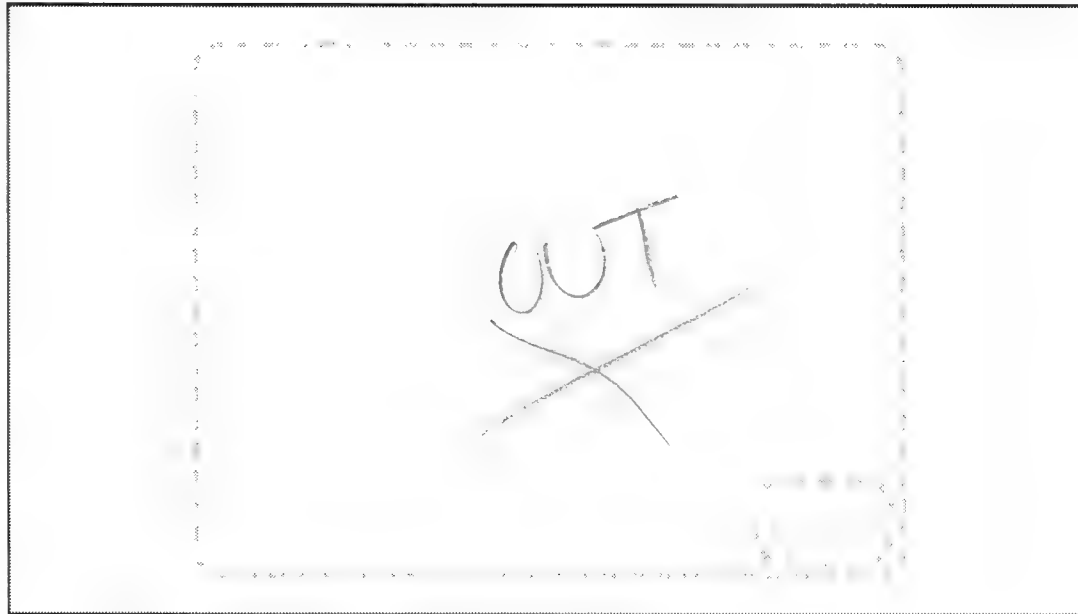


Page 63

Sc. 55 Pnl. D Bg. day night

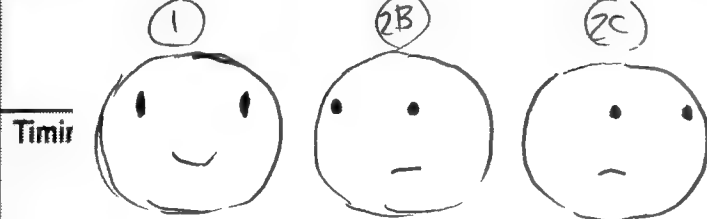


Sc. Pnl. Bg. day night



Dialog:

Actio



(FINN) (1) (2A) (2B) (2C) (2A)

- Finn looks around, confused and disappointed.

Timir

EPISODE # 1034-227

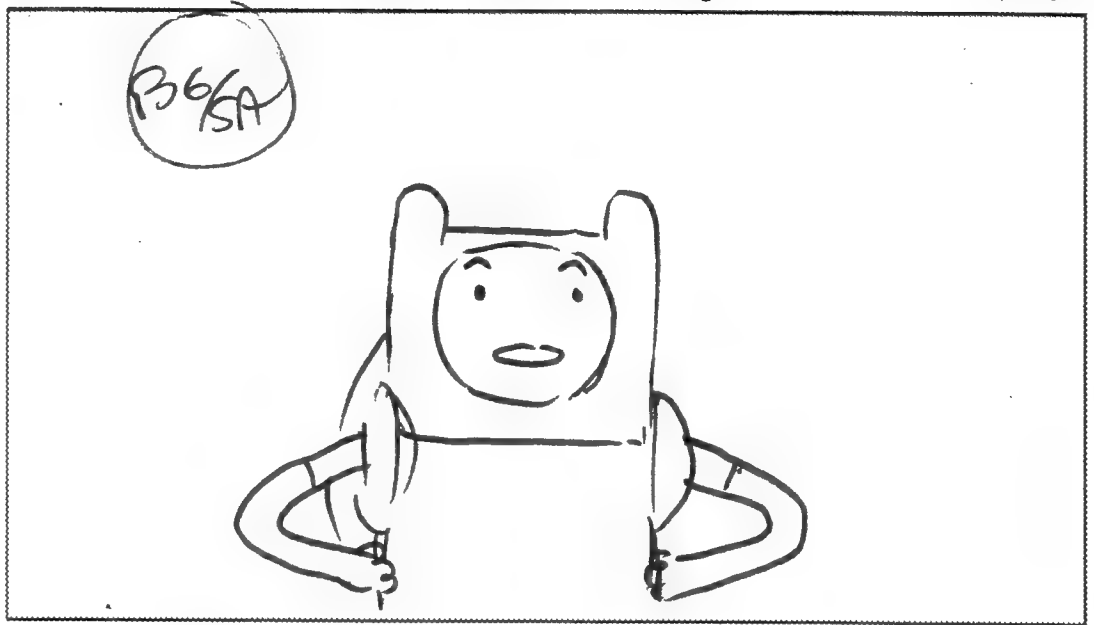
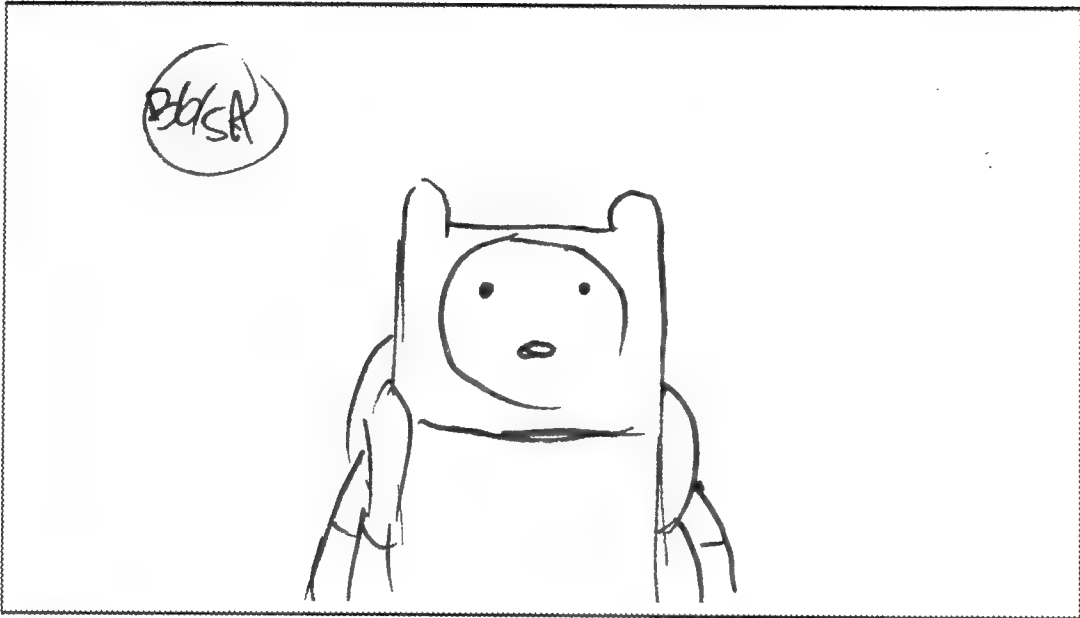
Production :

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ADVENTURE TIME



Sc. 55 Pnl. E Bg. day night Sc. 55 Pnl. F Bg. day night



Dialog:	(F:) oh	(F:) well darn, that's a shame.
Action:	[puffed up - sarcastic]	
Timing:		

64

EPISODE # 1034-227

Production :

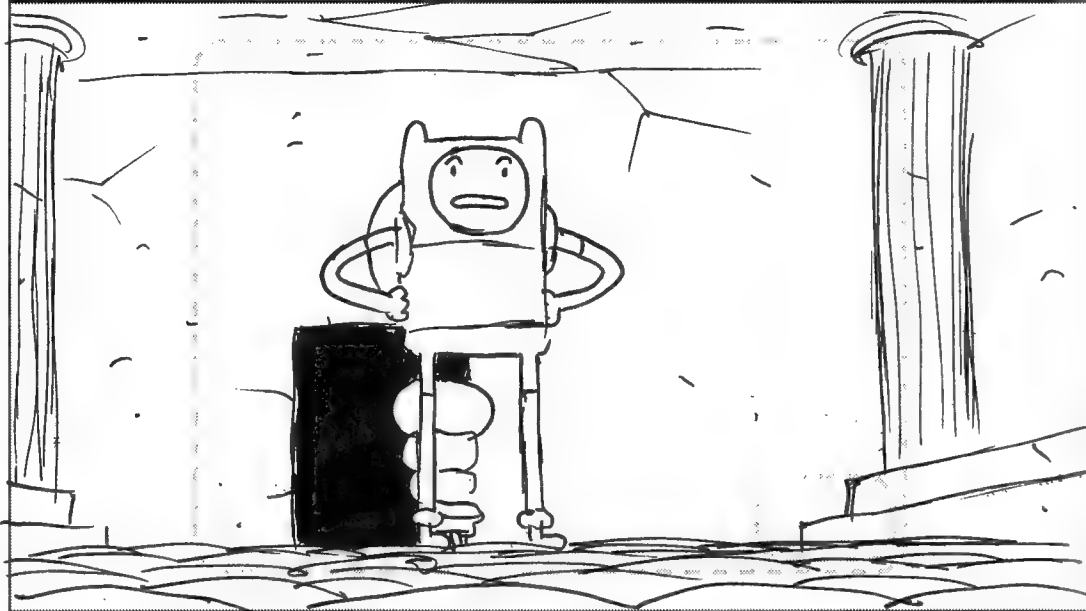
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ADVENTURE TIME

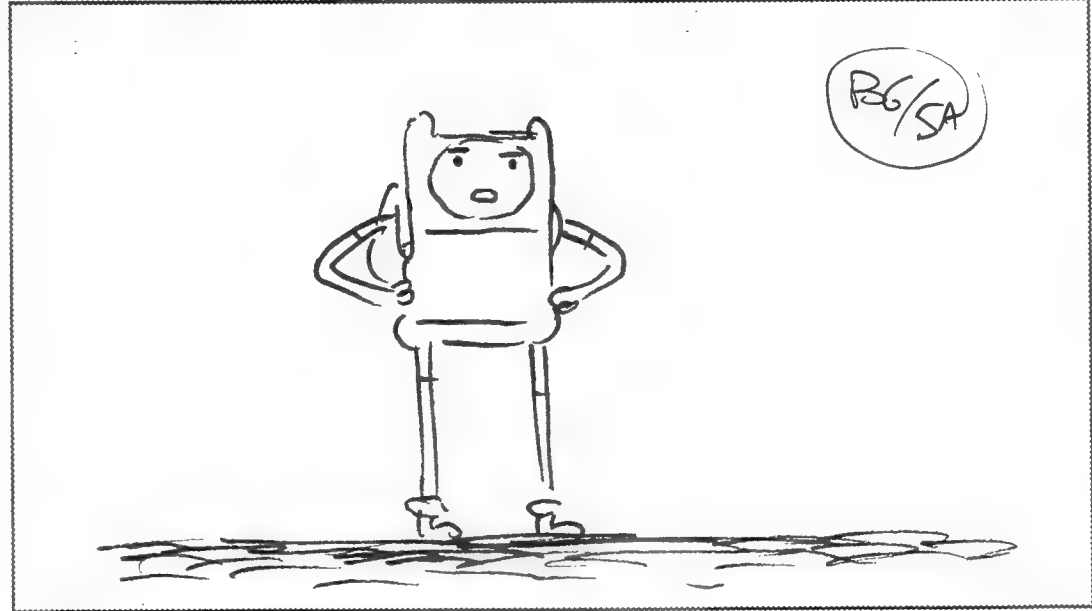


Page 65

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night




Dialog: (F) I guess this door's just too tricky for me. Guess I better give up, right?

(F) → wrong. WRONG.

Action:

Timing:

(2)

- Finn speaks, then closes his eyes.

1134-227
EPISODE #

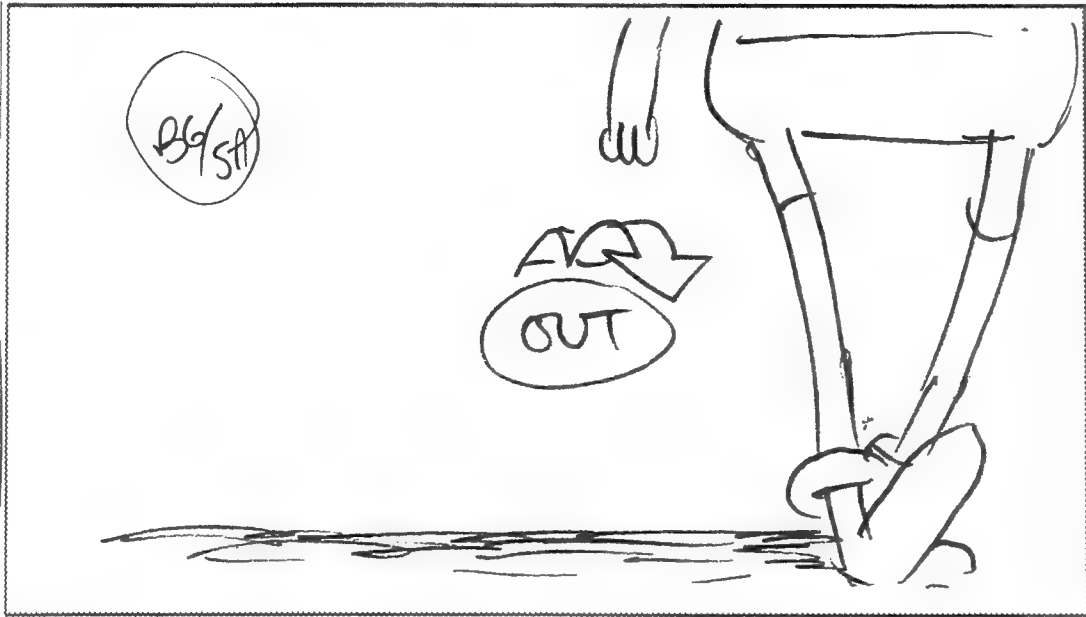
Production :

ADVENTURE TIME

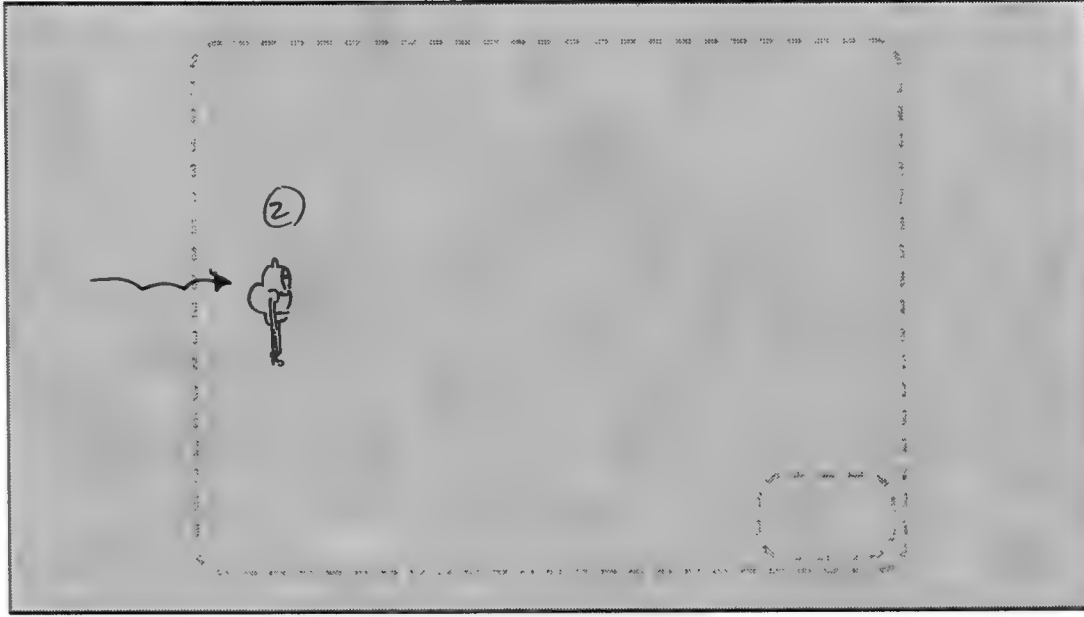


Page 66

Sc. 56 Pnl. C Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(F:) (all business) let's try that again.

(F:) Hmm...

Action:

* Eyes stay closed * (F=)

-Finn walks in, then touches the invisible wall.

Timing:



1034-227

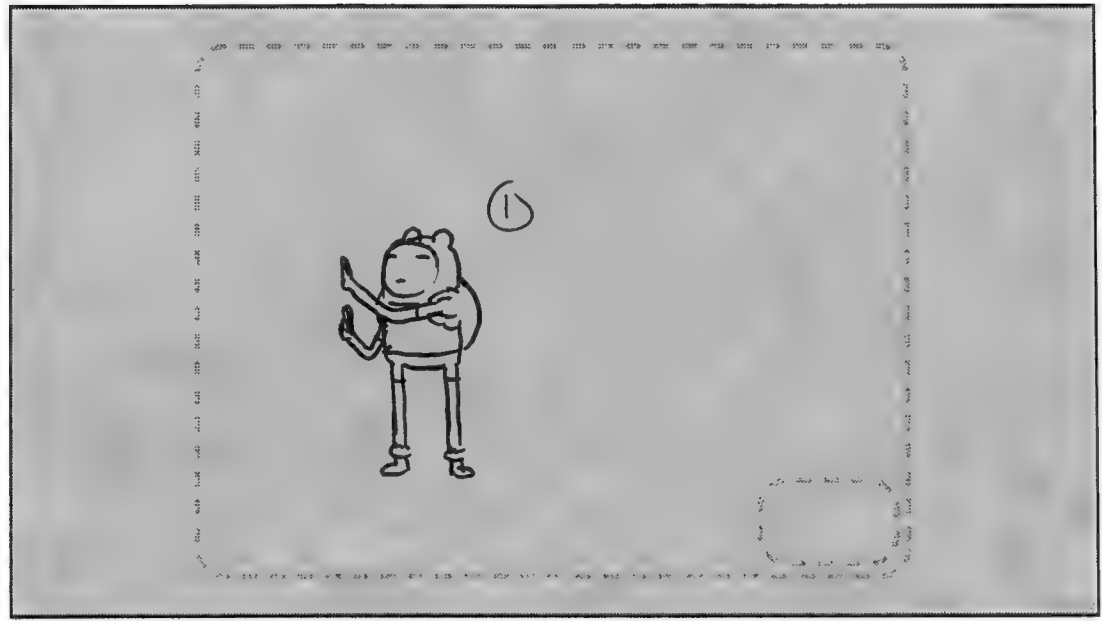
EPISODE #

Production :

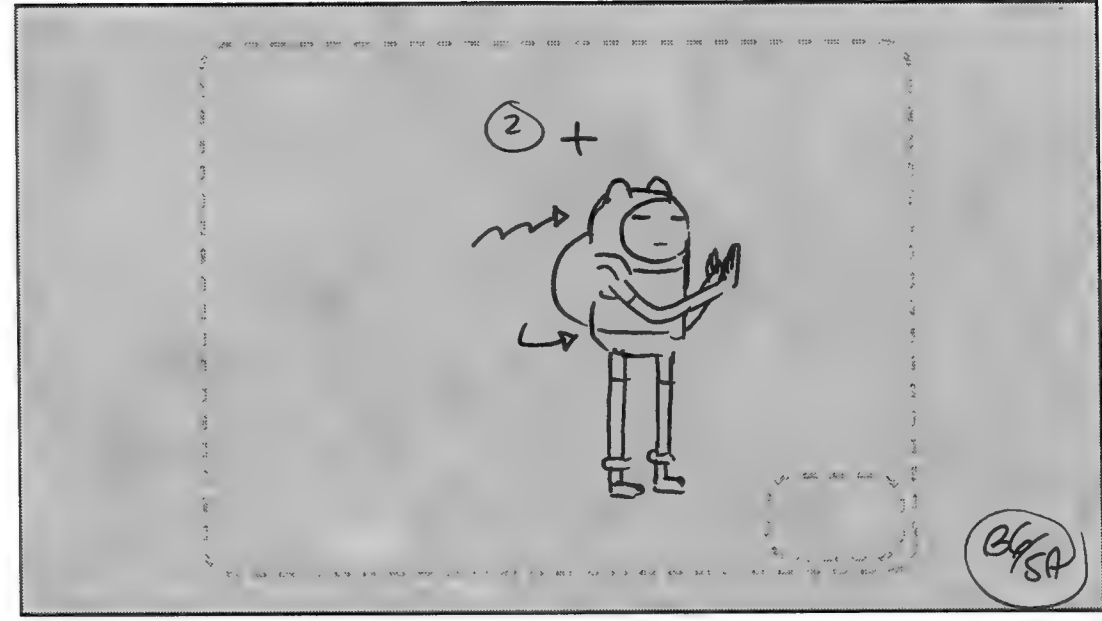
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night





Sc. 58 Pnl. B Bg. day night



Dialog: FINN: ③ it's smooth like metal...

Action: ② ③ - Finn feels along the invisible walls.

Timing:



1034-227

EPISODE #

Production :

ADVENTURE TIME

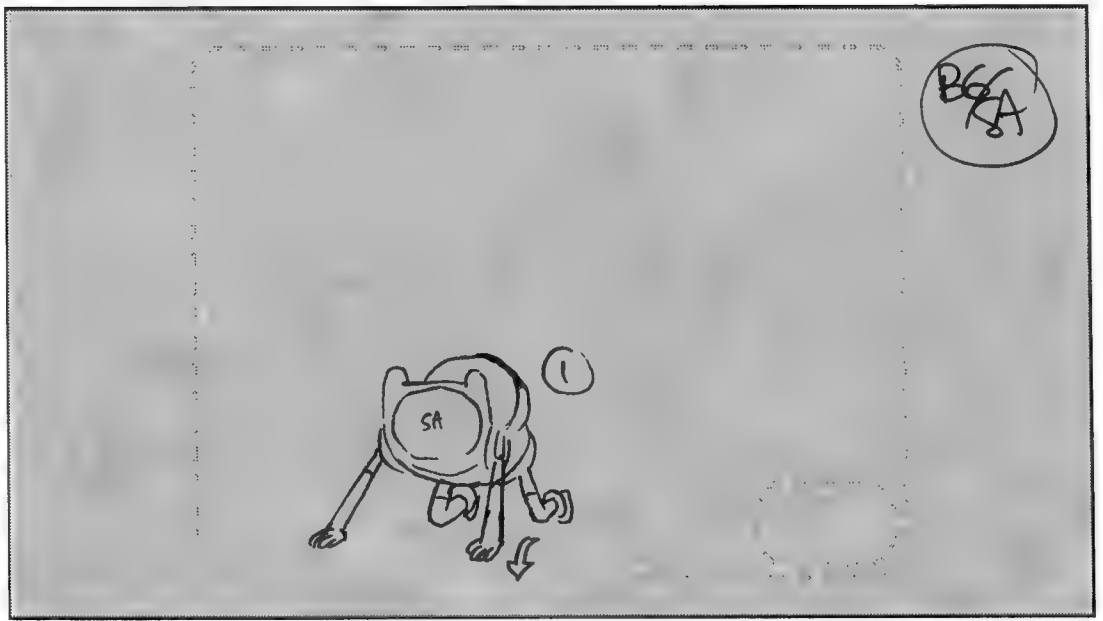


Page 68

Sc. 58 Pnl. C Bg. day night



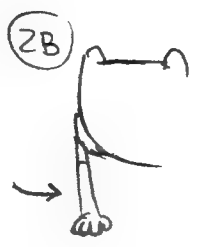
Sc. 58 Pnl. D Bg. day night



Dialog: (F:) Floor's smooth too... and cold. (F:) (2) Oh!

Action: (1) (2B) (2C) - Finn feels around on the floor, then feels a thread (2) (2) (1)

Timing:



1034-227

EPISODE #

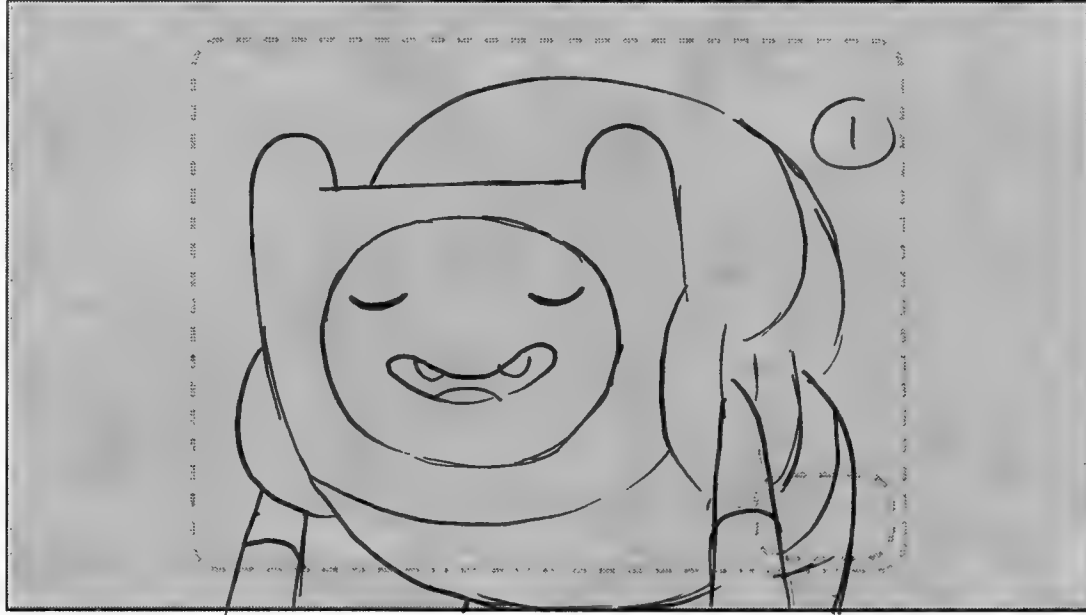
Production :

ADVENTURE TIME

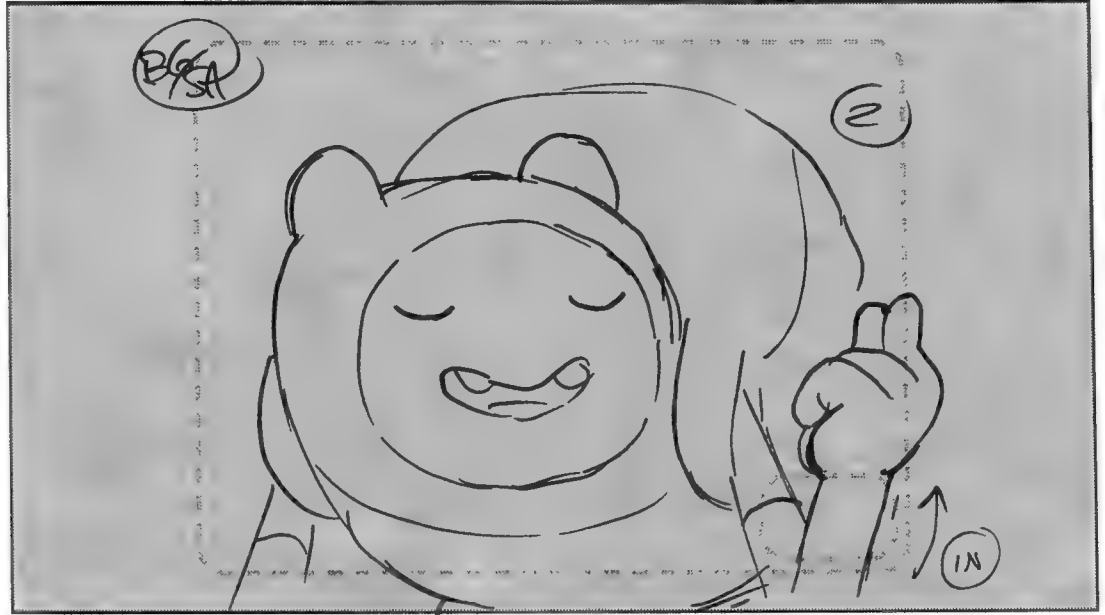


Page 69

Sc. 59 Pnl. A Bg. day night



Sc. 59 Pnl. B Bg. day night



Dialog:

(F:) What have we here? : heh heh :

Action:

- Finn holds up an invisible thread.

Timing:

I drew it 20 different ways and this one felt the least wrong...
- Tom

1034-227

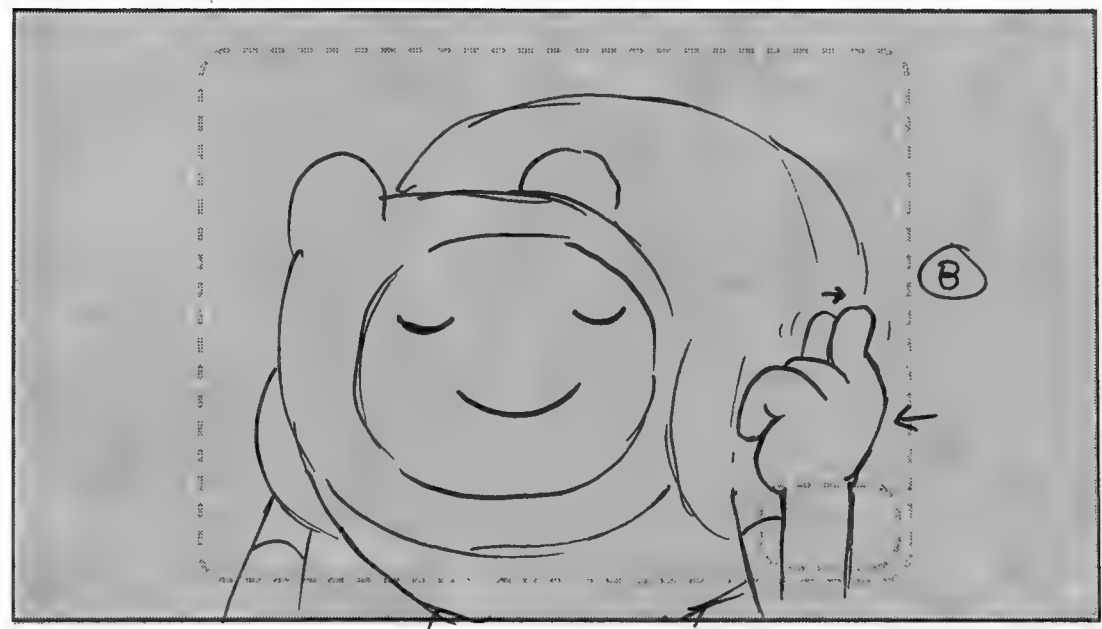
EPISODE #

Production :

ADVENTURE TIME



Sc. 59 Pnl. C Bg. day night




Sc. 59 Pnl. D Bg. day night



Dialog: (SFX:) (thread pull) = toink toink = (F:) An errant thread!

Action: (B) (A) (B) (A)
- Finn tugs on invisible thread.

Timing:



EPISODE # 1034-227

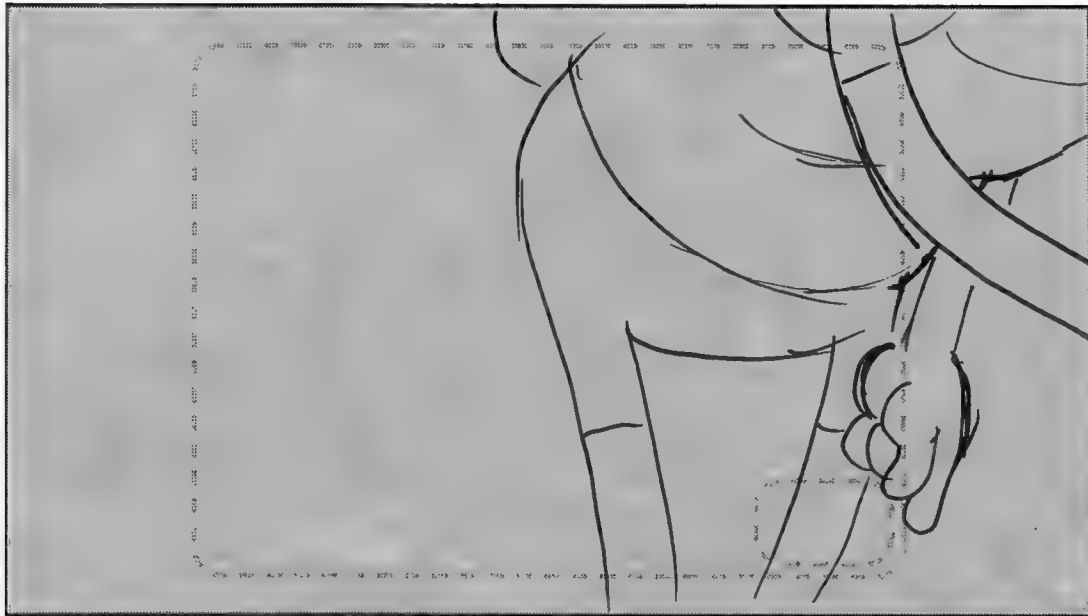
Production :

ADVENTURE TIME

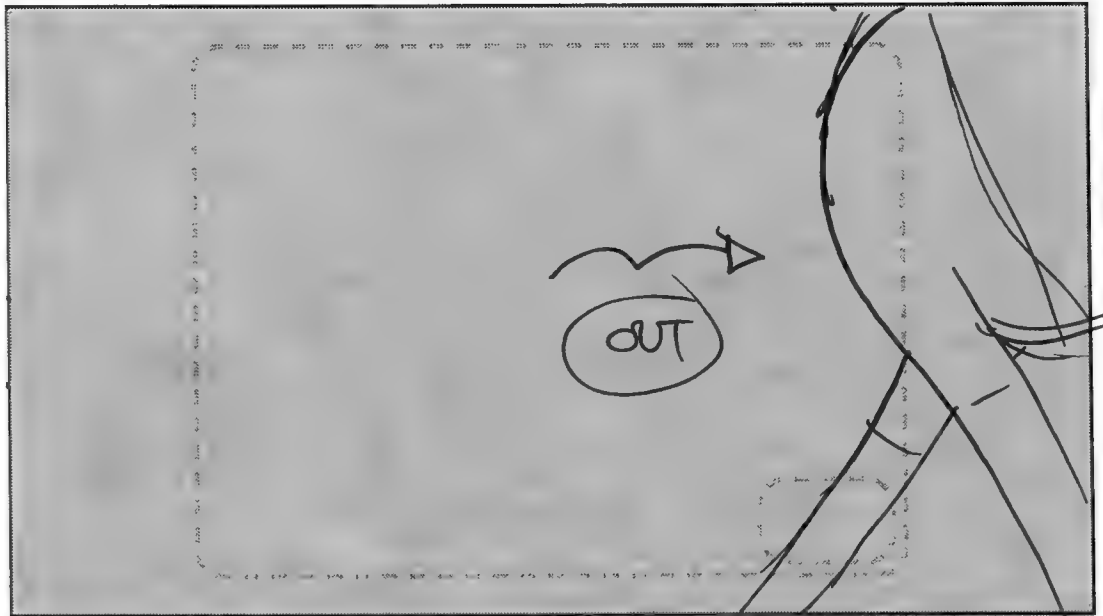


Page 71

Sc. 59 Pnl. E Bg. day night



Sc. 59 Pnl. F Bg. day night



Dialog:	(F:) heh heh
Action:	-Finn stands up and begins to walk, grasping the thread with both hands.
Timing:	



EPISODE #

1034-227

Production :

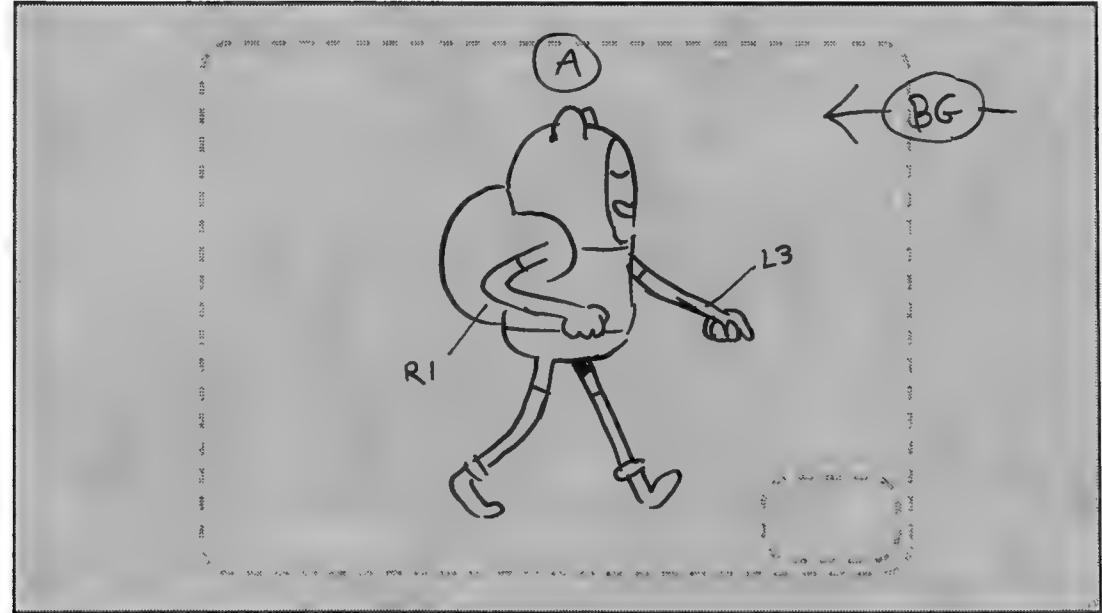
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ADVENTURE TIME

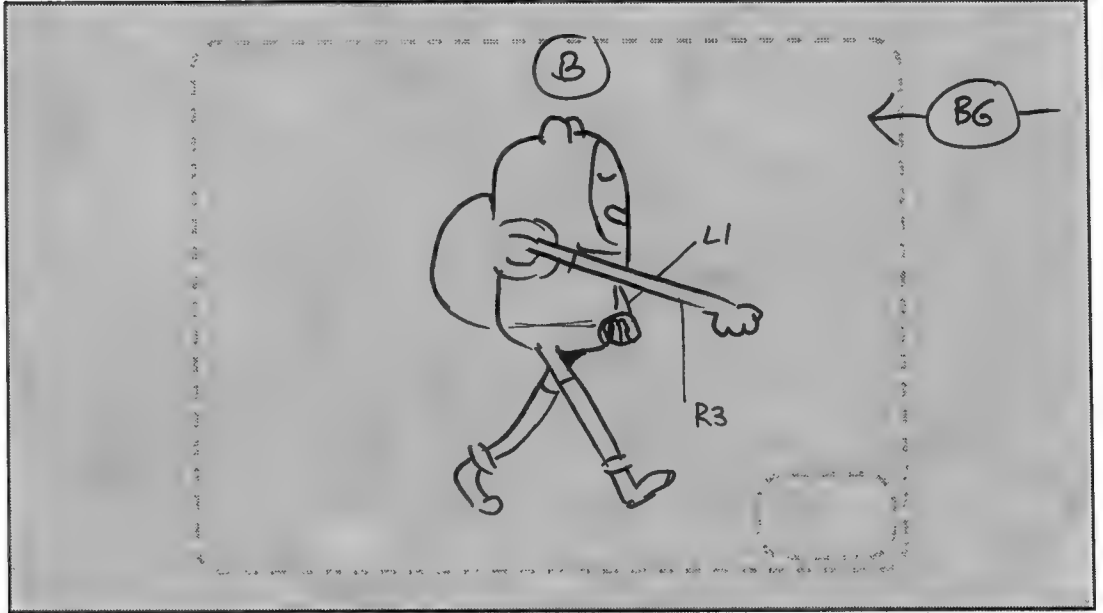


Page 72

Sc. 60 Pnl. A Bg. day night



Sc. 60 Pnl. B Bg. day night



Dialog:	(F:) I bet some other cool-guy probly brought this in from the other side.		
Action:	<div><div>R1 R2 R3 R1 R2 R3</div><div>L3 L1 L2 L3 L1 L2</div></div>		
Timing:	- Finn follows the invisible thread, hand over hand.		

EPISODE # 1034-227

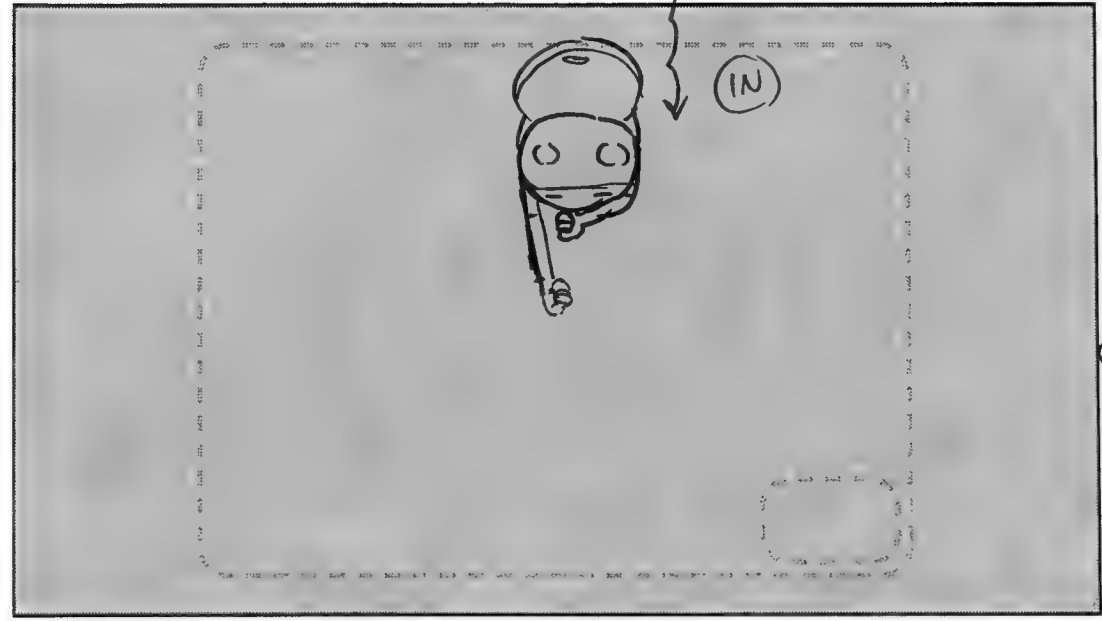
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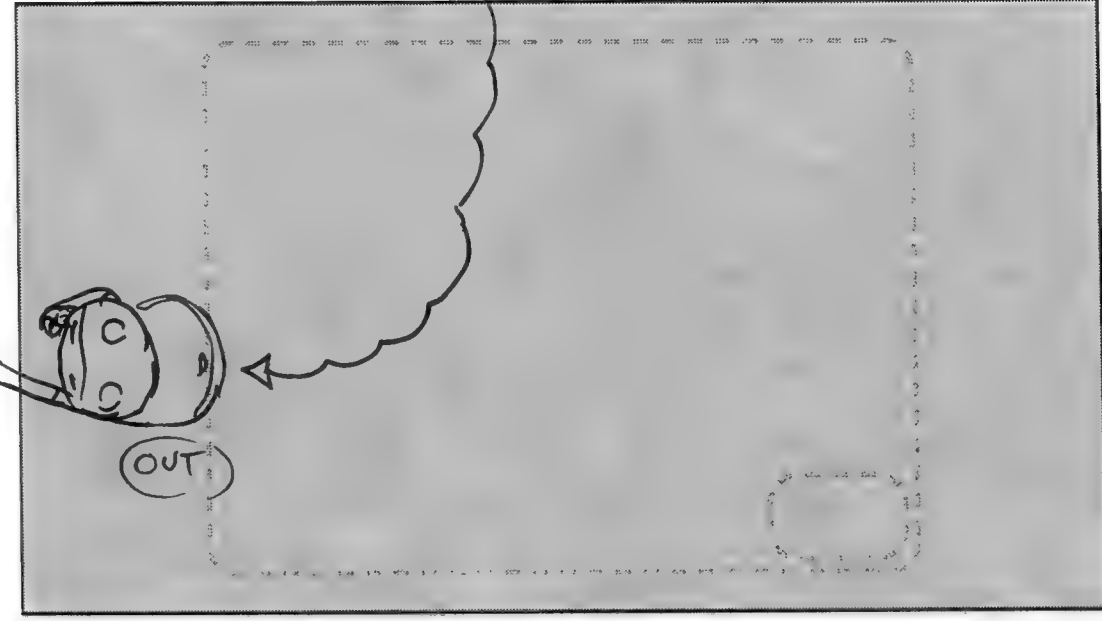
ADVENTURE TIME



Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog: (F:) it must lead back out.

Action: - Finn follows the invisible thread, hand over hand.

Timing:

1034-227

EPISODE #

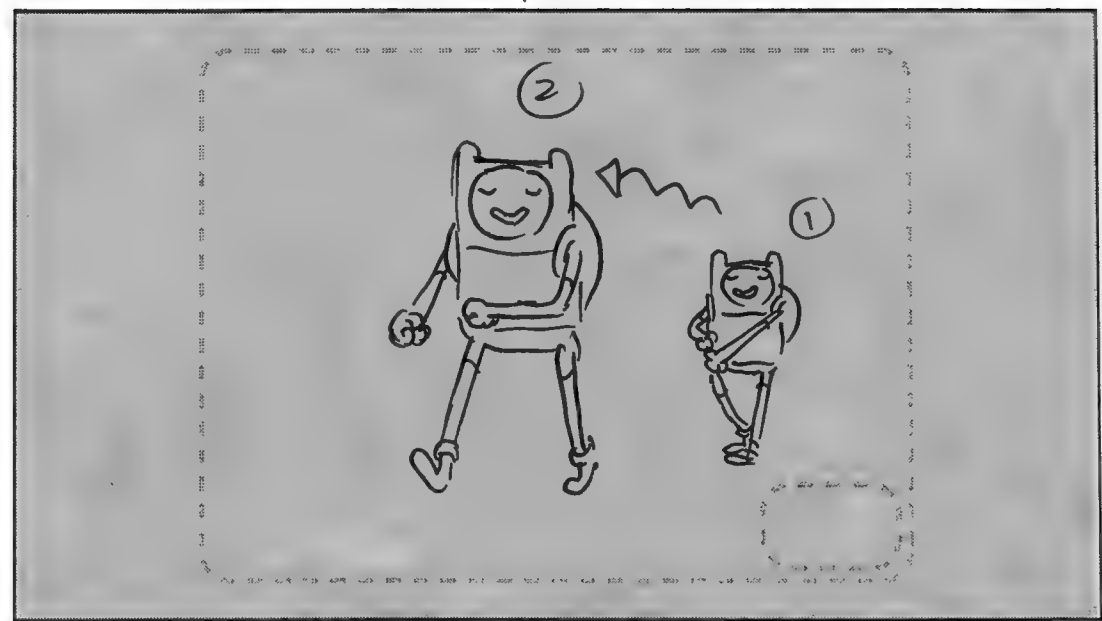
Production :

ADVENTURE TIME

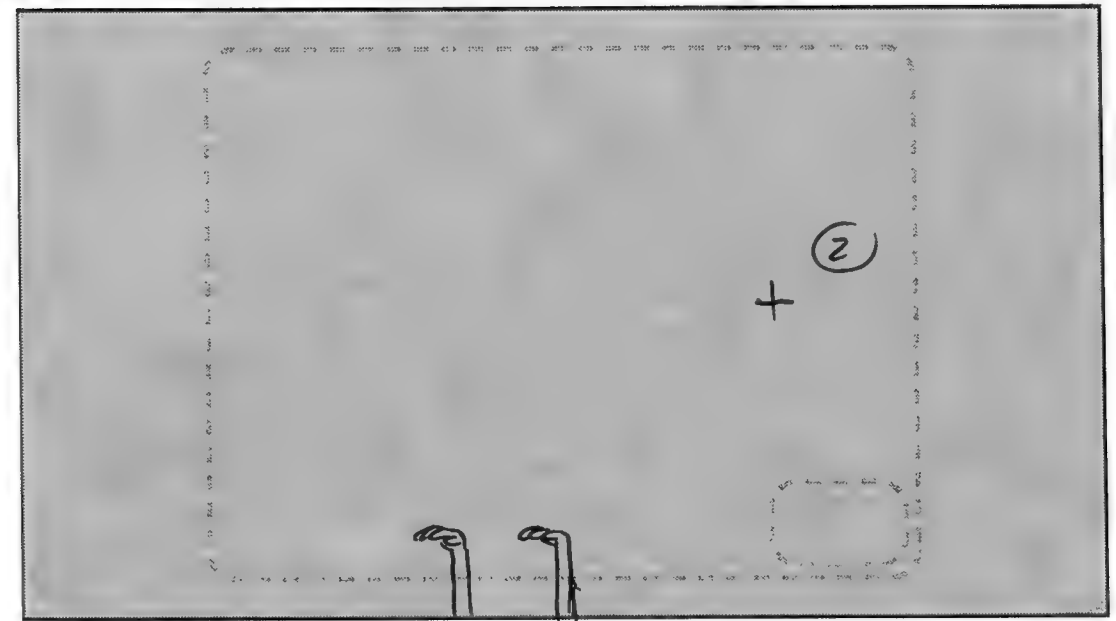


Page 79

Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night



Dialog:	(F:)... Buh-red crumb sty YAH-OOF!! (SFX:) ★ TRAPDOOR OPENING ★ - WHAM!
Action:	- Finn falls into an invisible trap door, but manages to grab the edge.
Timing:	



1034-227

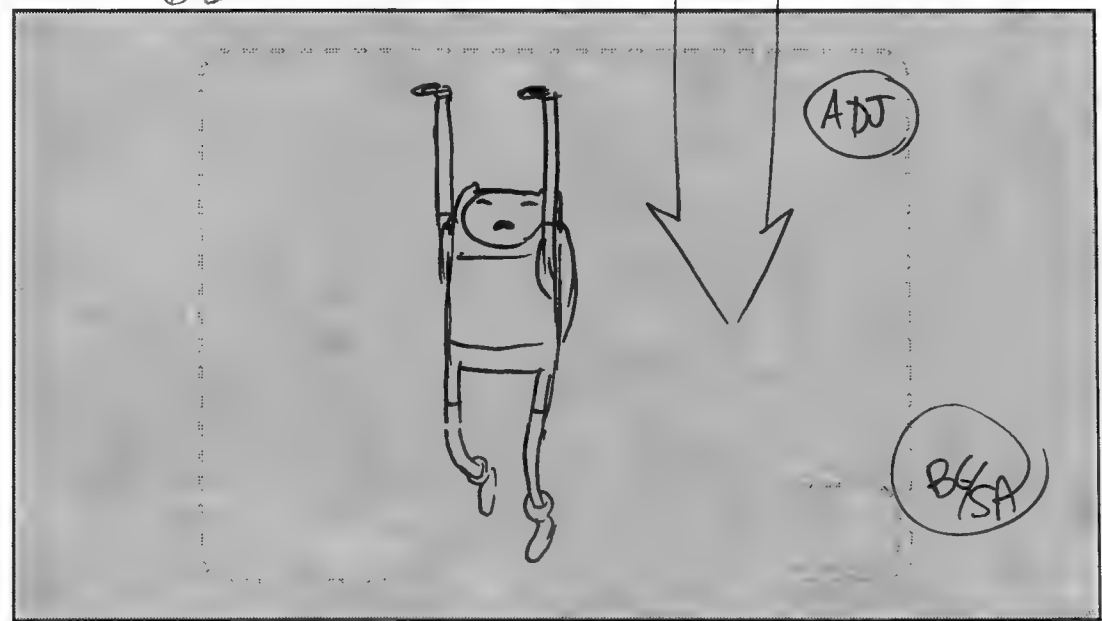
EPISODE #

Production :

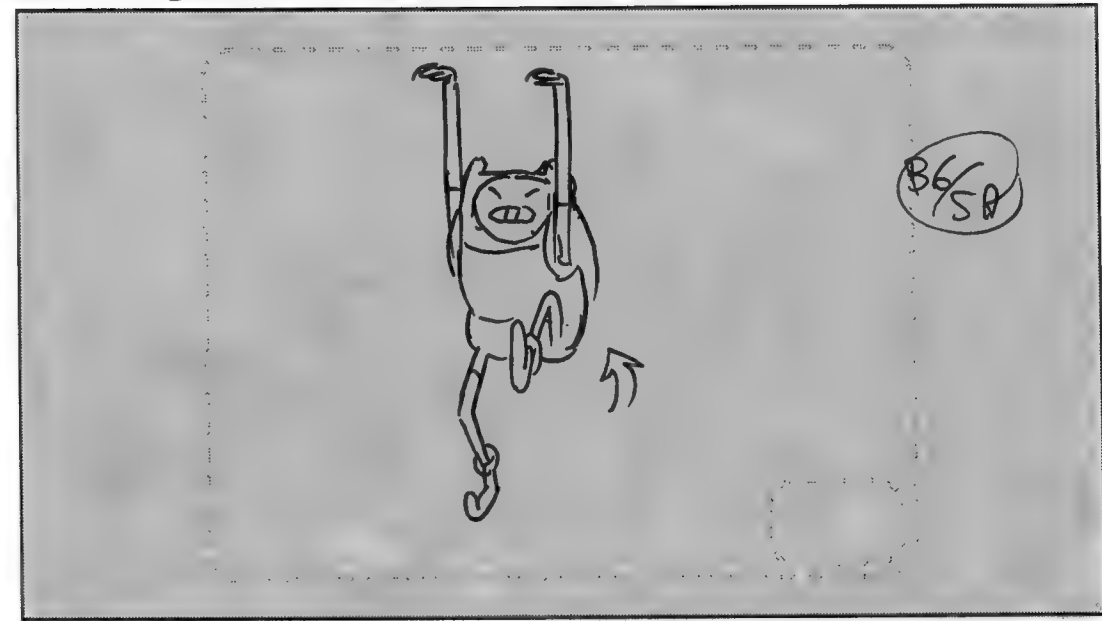
ADVENTURE TIME



Sc. 62 Pnl. C Bg. day night



Sc. 62 Pnl. D Bg. day night



Dialog:	(F:) * catches breath * trapdoor?	(F:) * struggling to climb * ...RRR grr... (SFX:) sneaker squeaks	
Action:		- Finn struggles to climb up the wall of the hole.	
Timing:			

1034-227

EPISODE #

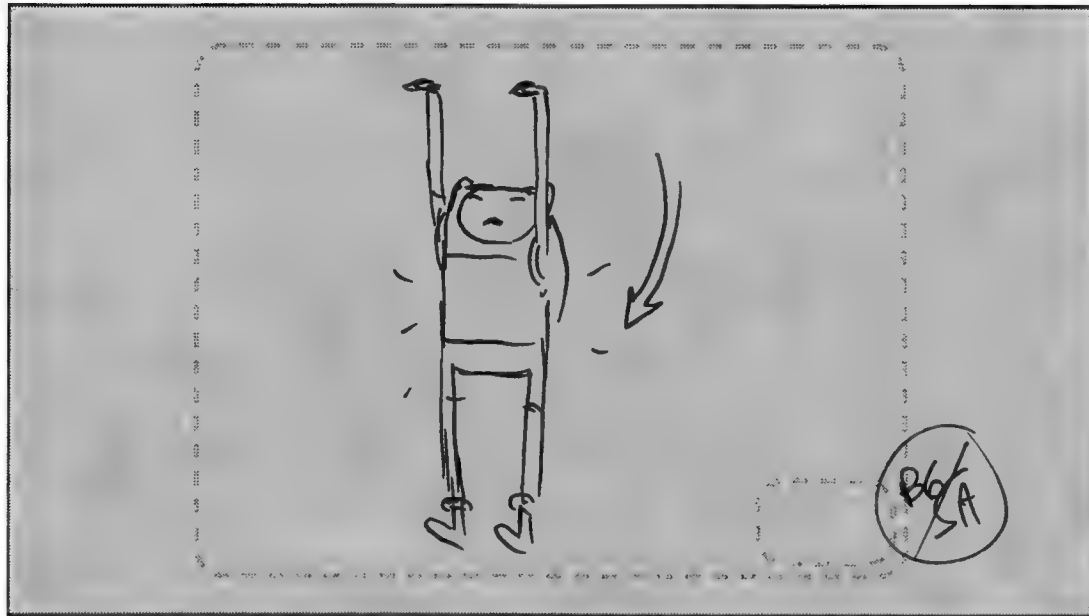
Production :

ADVENTURE TIME

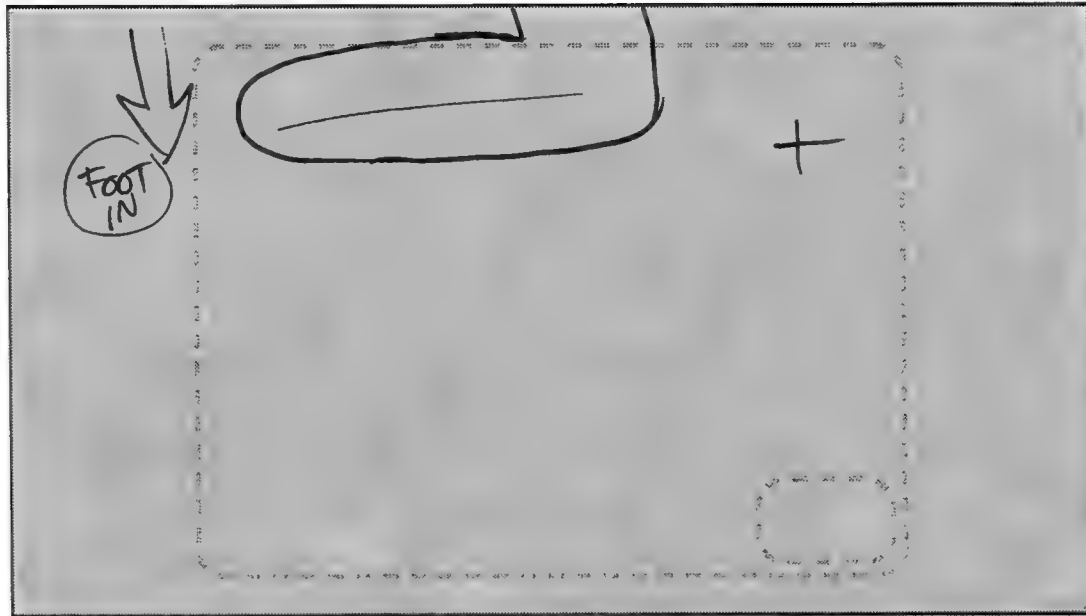


Page 76

Sc. 62 Pnl. E Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog:

(SFX) : SQUEAK SLIDE :
THUMP

(FINN) : OOF

Action:

- Finn slips and falls back down.

Timing:

(SFX) (pinprick) : TOINK :

- Finns foot falls down
and is poked by an
invisible spike.



EPISODE # 1034-227

EPISODE #

ADVENTURE TIME



Page 77

Sc.

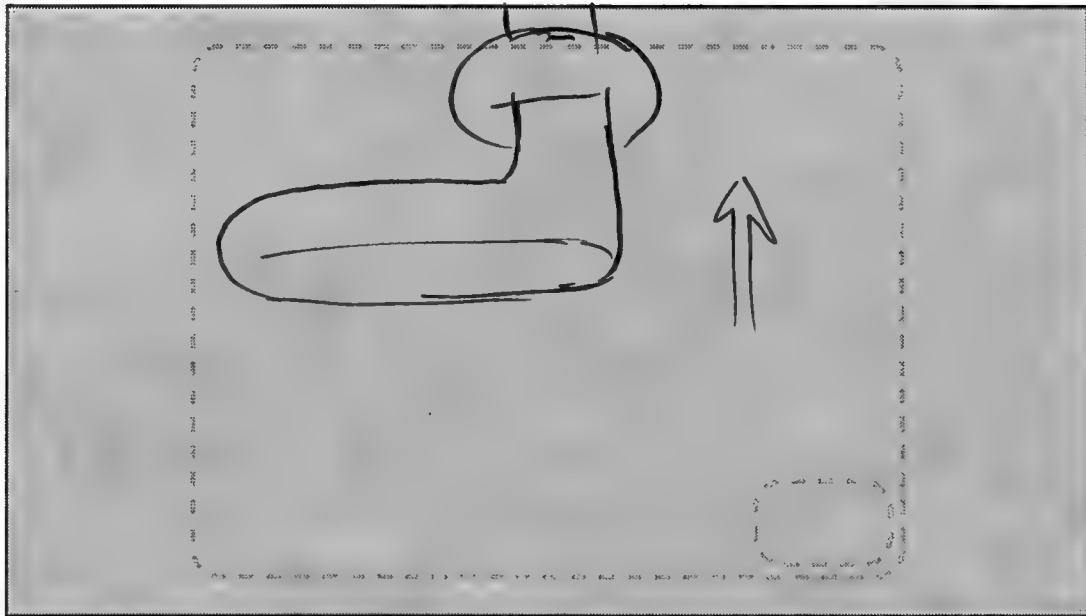
63

Pnl.

B

Bg.

day night



Sc.

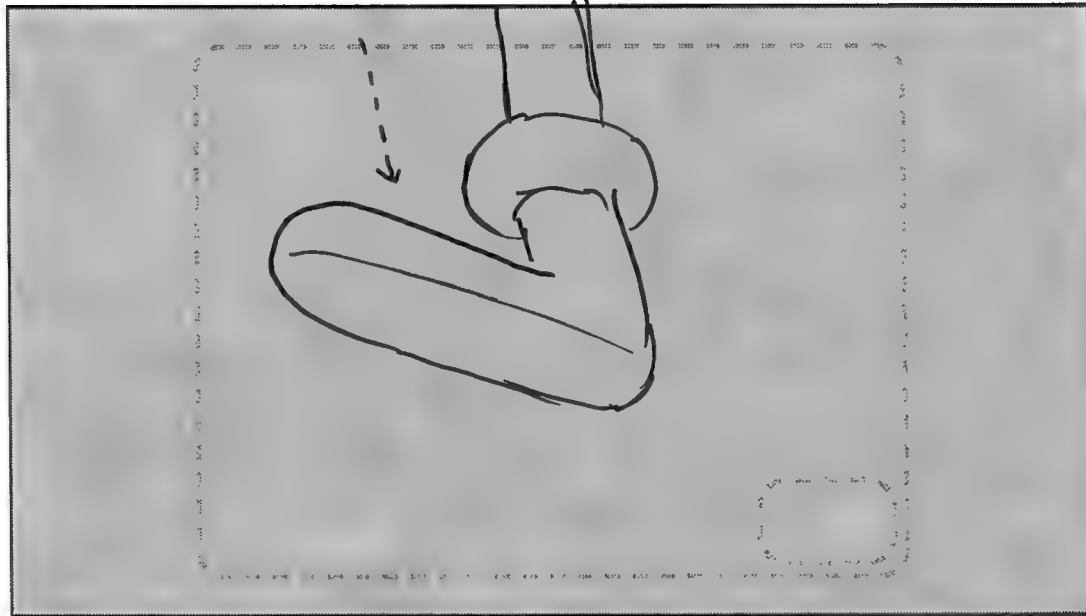
63

Pnl.

C

Bg.

day night



Dialog:

(FINN) YOW!

Action:

- Finn's foot ~~flinches~~ flinches back in pain

- Finn's foot eases back down cautiously.

Timing:

EPISODE #

1034-227

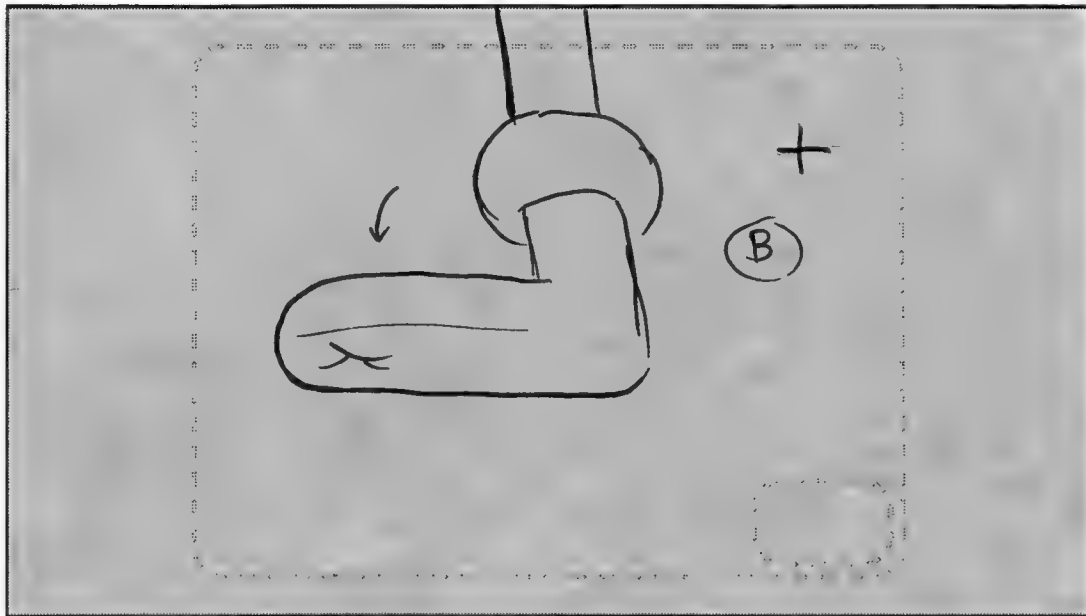
Production :

ADVENTURE TIME

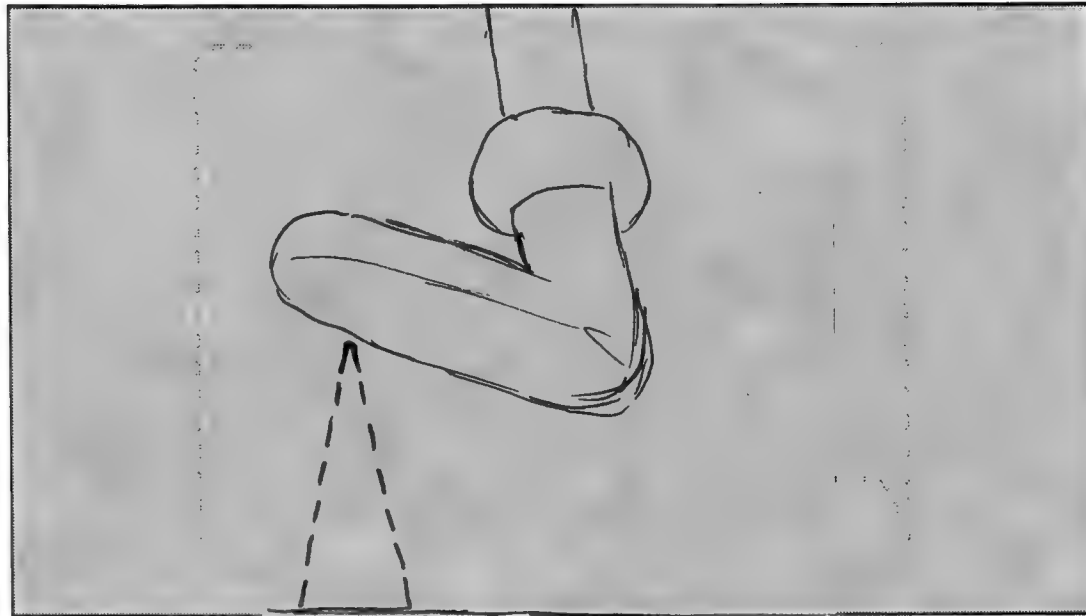


Page 78

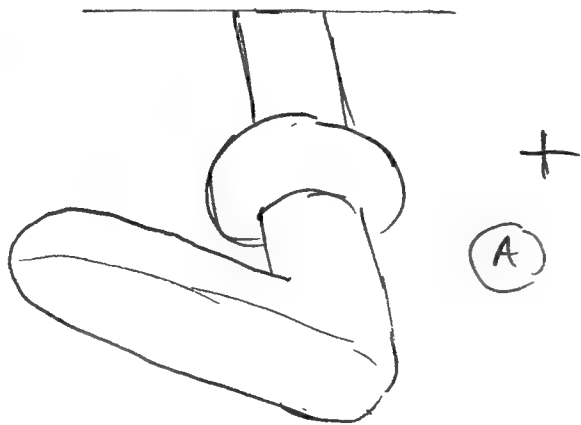
Sc. 63 Pnl. D Bg. day night



Sc. 63 Pnl. E Bg. day night



<p>Dialog:</p> <p>(SFX) = TOINK TOINK =</p>	
<p>Action: -Finn taps his foot twice gently on the invisible spike.</p>	<p>- imaginary spike fades into dotted-line visibility</p>
<p>Timing:</p> <p>(A) (B) (A) (B)</p>	<p>(A)</p>



1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 79

Sc.

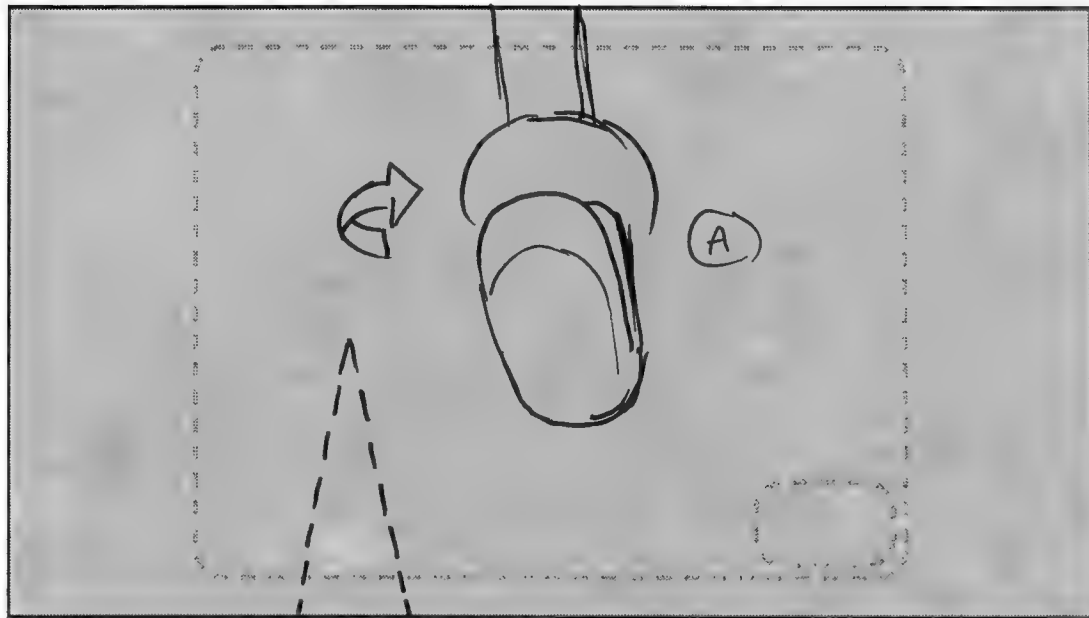
63

Pnl.

F

Bg.

day night



Sc.

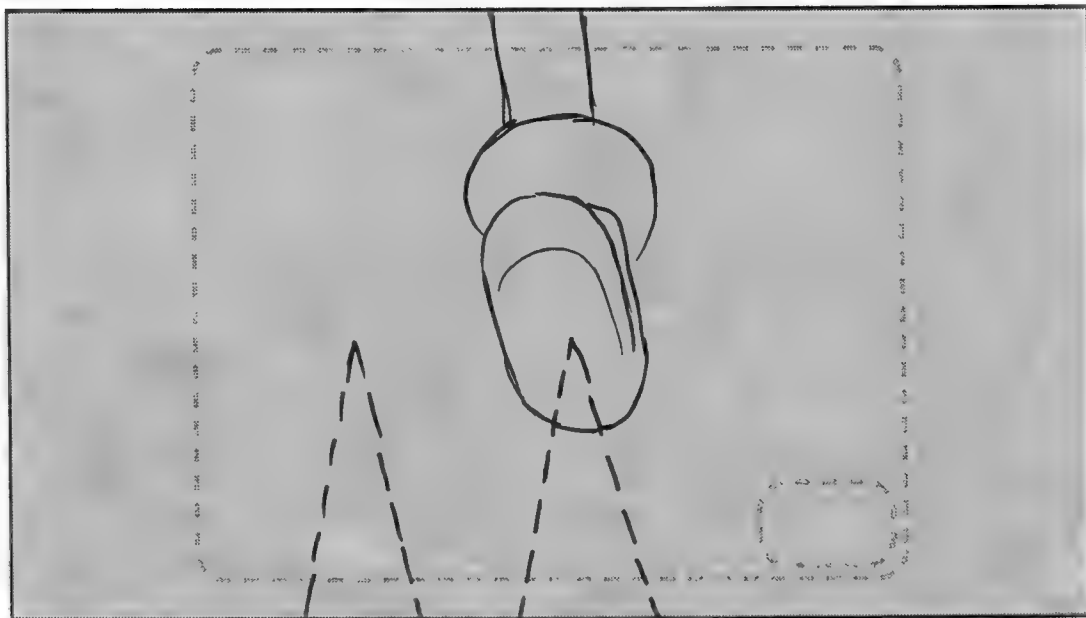
63

Pnl.

G

Bg.

day night



Dialog:

(SFX) : TOINK TOINK :

Action:

(A) (B) (A) (B)

- Finn taps invisible spike

Timing:



1034-227

EPISODE #

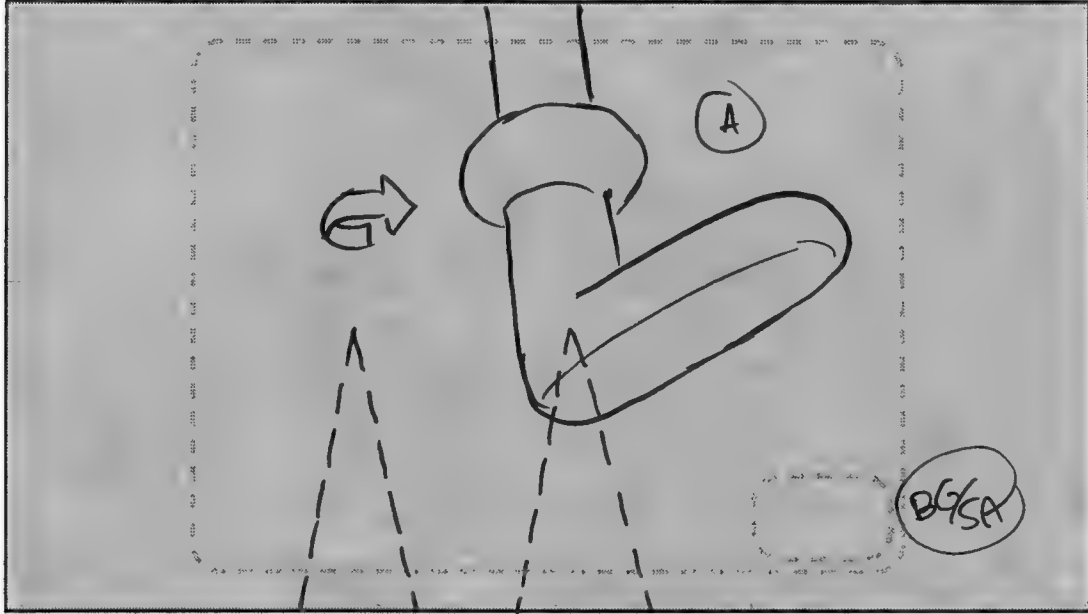
Production :

ADVENTURE TIME

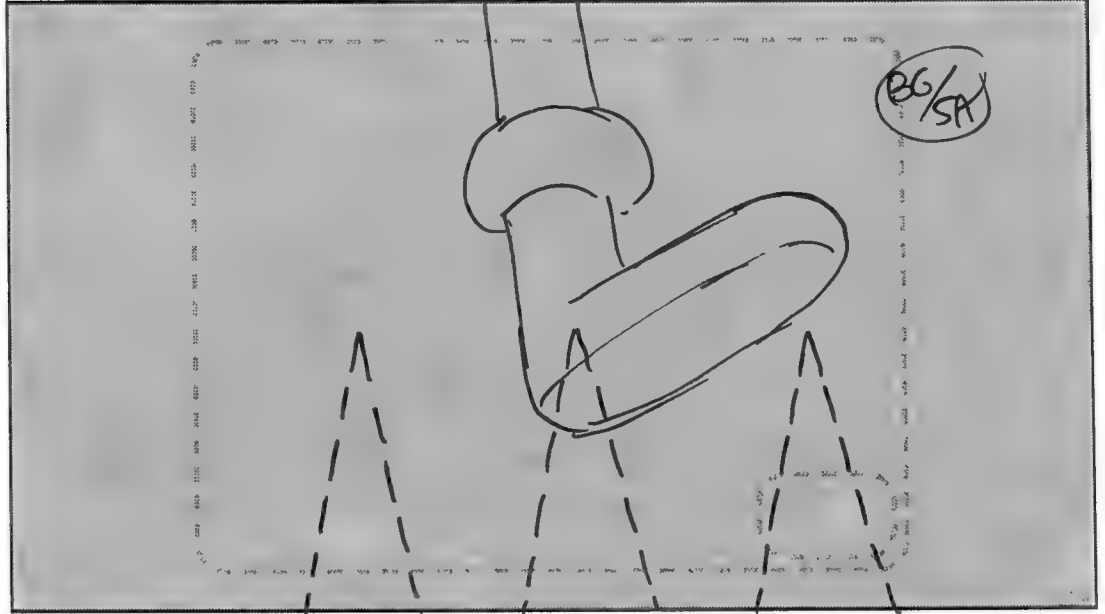


Page 82

Sc. 63 Pnl. H Bg. day night



Sc. 63 Pnl. I Bg. day night



Dialog:

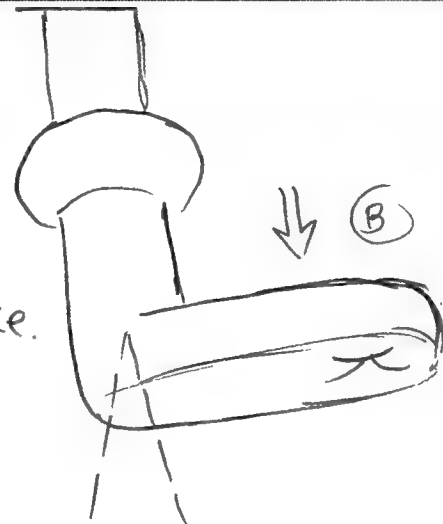
(SFX): TOINK TOINK ~

Action:

(A) (B) (A) (B)

- Finn taps invisible spike.

Timing:



1034-227

EPISODE #

Production :

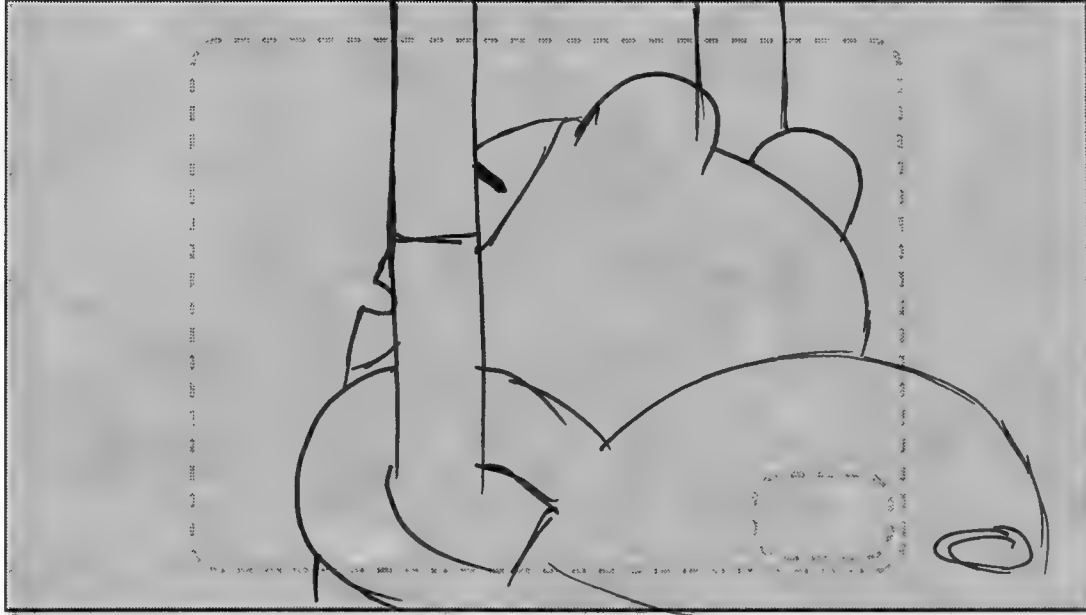
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ADVENTURE TIME



Page 61

Sc. 64 Pnl. A Bg. day night



Sc. 64 Pnl. B Bg. day night



Dialog:

(F:) Spike trap...

(F:) Better head back & regroup.

Action:

Timing:

EPISODE #

1034-227

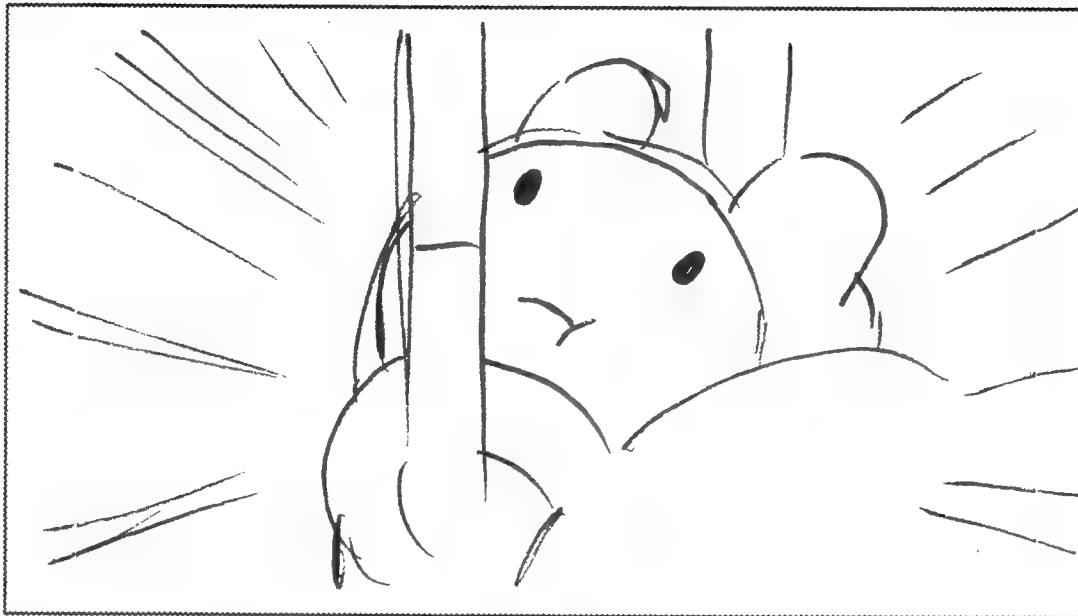
Production :

ADVENTURE TIME

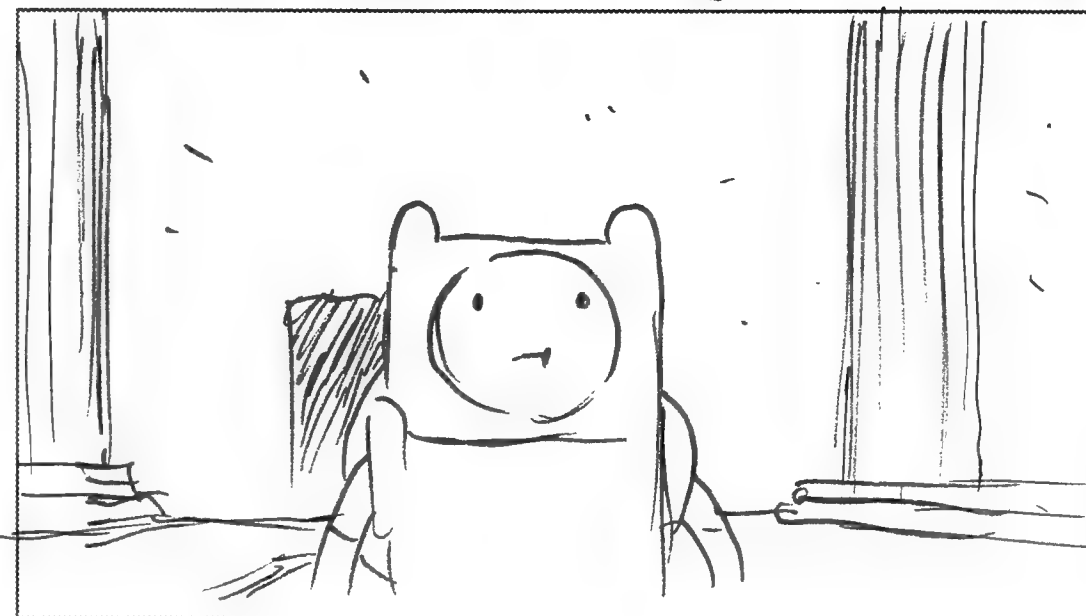


Page 82

Sc. 64 Pnl. C Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

Action:

- In a flash, Finn is transported back to the vault door.

Timing:

(F) ⁽²⁾ Fiendish.



1034-227

EPISODE #

Production :

ADVENTURE TIME

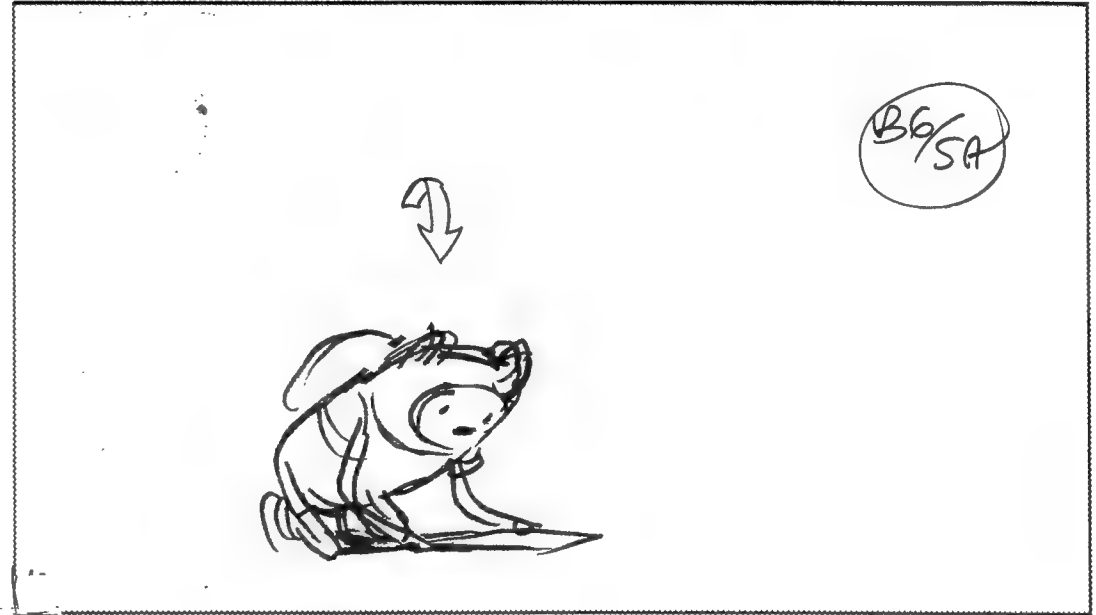



Page 53

Sc. 66 Pnl. A Bg. day night



Sc. 66 Pnl. B Bg. day night



<p>Timin</p> 	<p>Dialo</p> <p>(F:) Anyway.. don't let's do that again.</p>
	<p>- Finn reaches in his backpack and pulls out his map, then crouches down to examine it.</p>

1034-227

EPISODE #

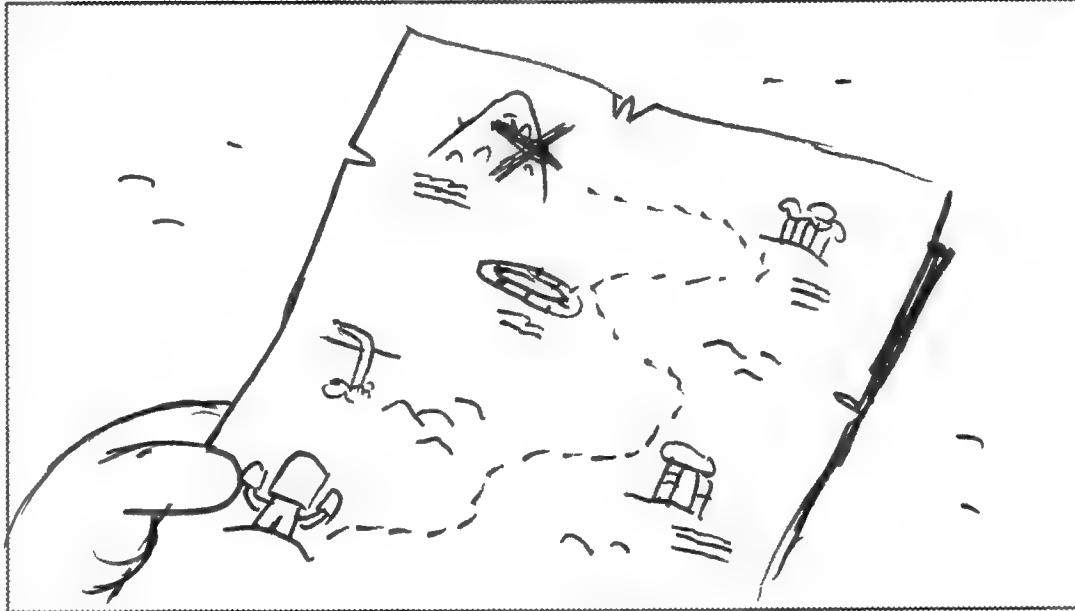
Production :

ADVENTURE TIME

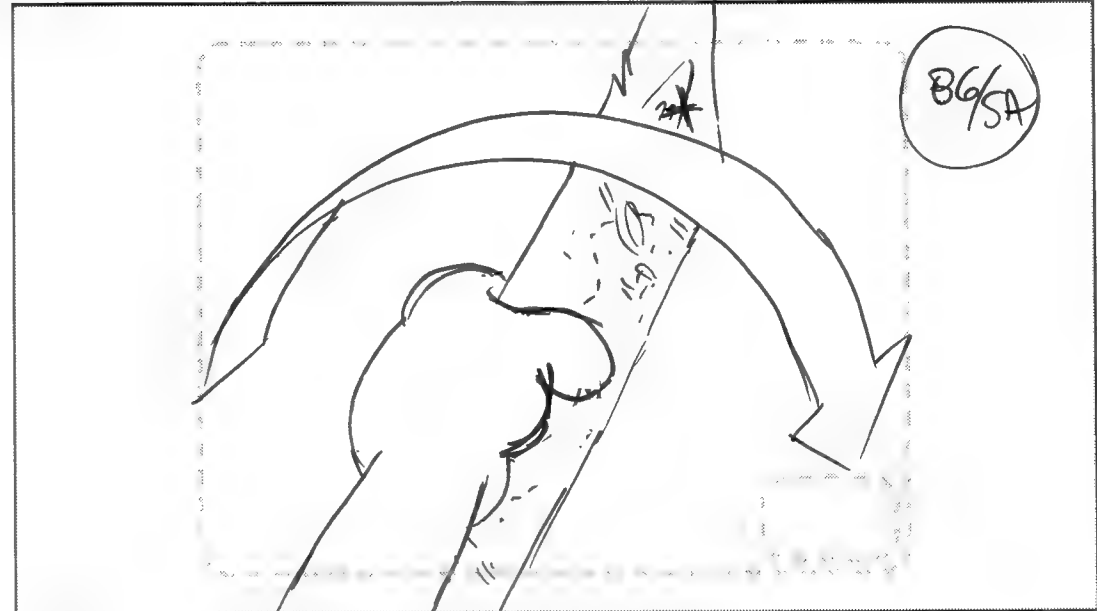


Page 54

Sc. 67 Pnl. A Bg. day night



Sc. 67 Pnl. B Bg. day night



Dialog:

Action:

- Finn flips the map over.

Timing:

EPISODE #

Production :

1034-227

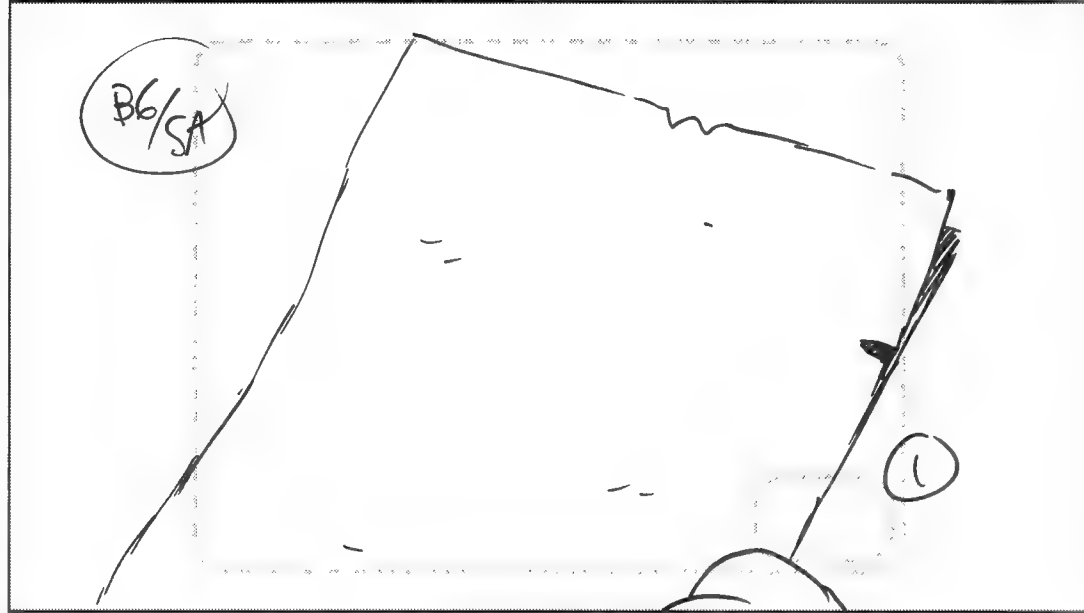
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ADVENTURE TIME

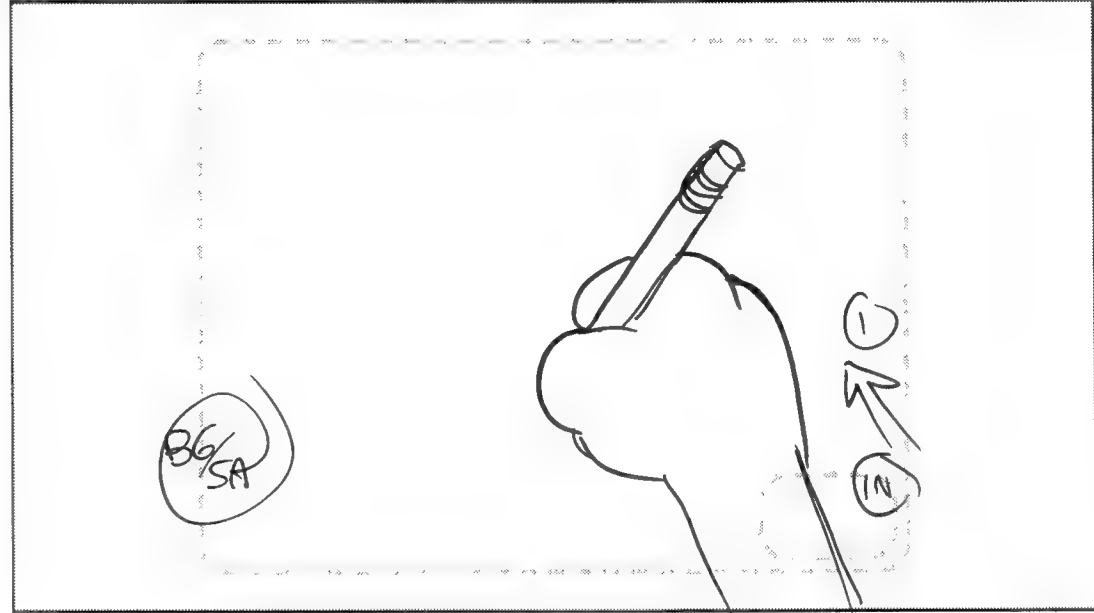


Page 85

Sc. 67 Pnl. C Bg. day night



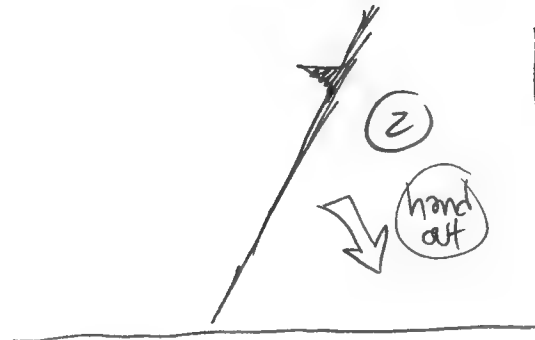
Sc. 67 Pnl. D Bg. day night



Dialog:

Action:

Timing:



- Finn draws a map of the maze.



EPISODE # 1034-227

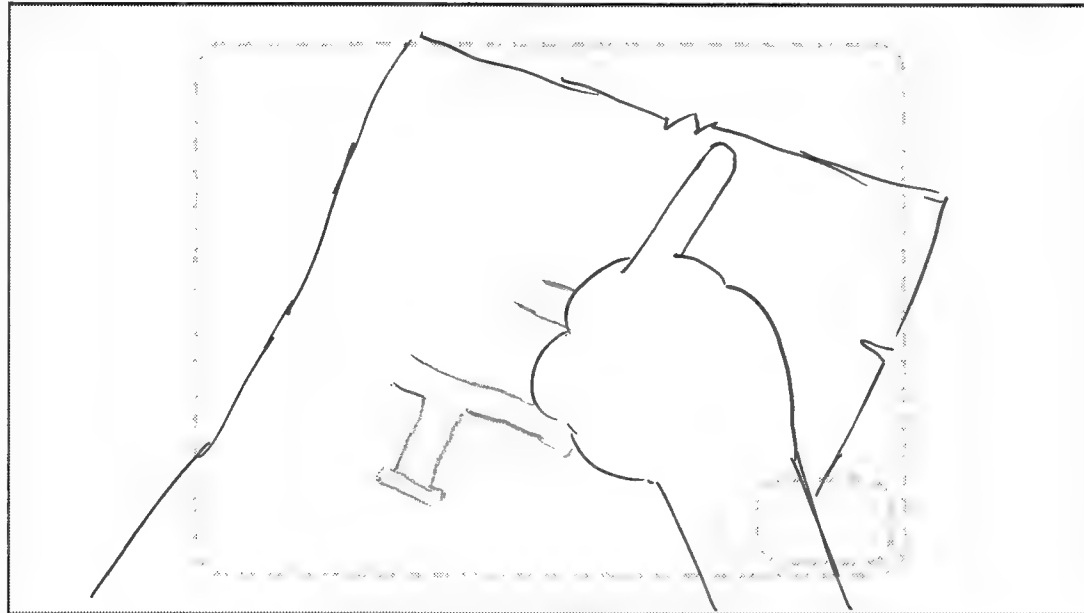
Production :

ADVENTURE TIME

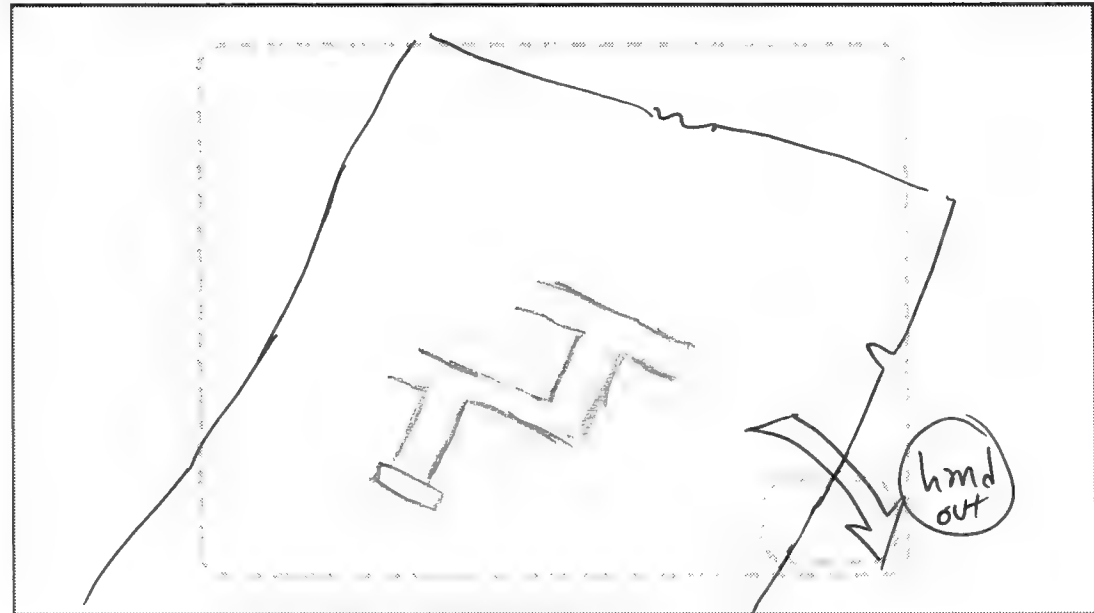


Page 86

Sc. 67 Pnl. E Bg. day night



Sc. 67 Pnl. F Bg. day night



Dialog:

Action:

Timing:

1034-227

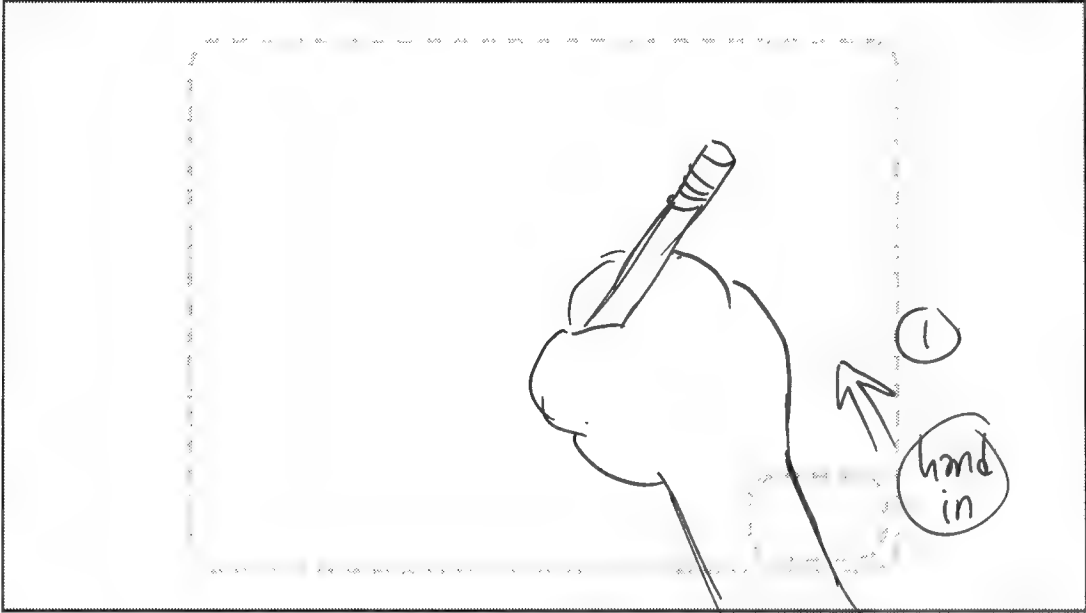
EPISODE #

Production :

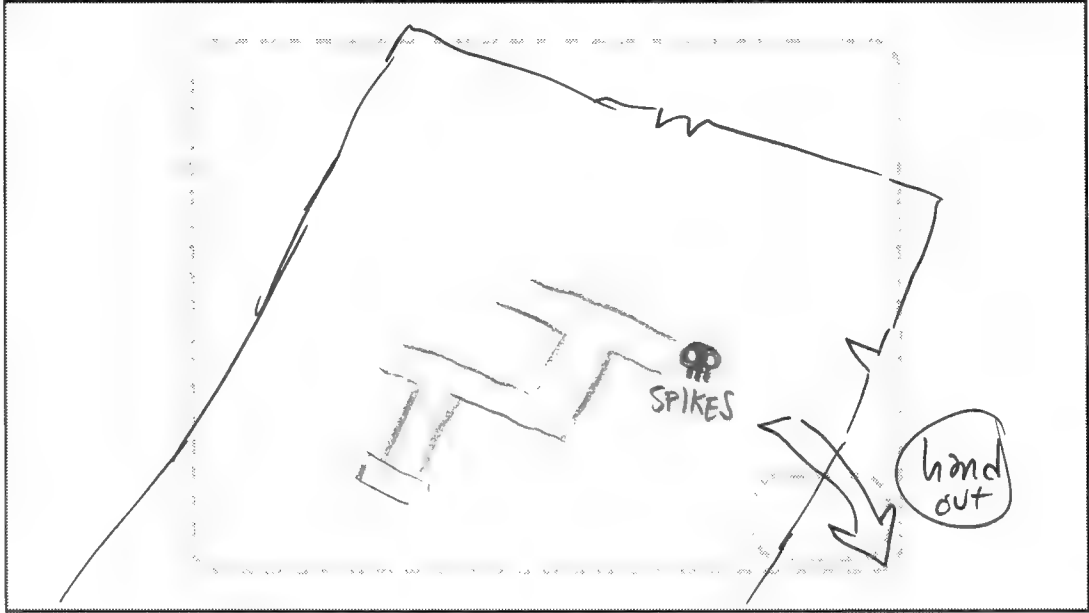
ADVENTURE TIME



Sc. 67 Pnl. 6 Bg. day night



Sc. 67 Pnl. H Bg. day night



Dialog:	
Action: - Finn adds the location of the spike trap to his new map.	
Timing:	

1034-227

EPISODE #

Production :

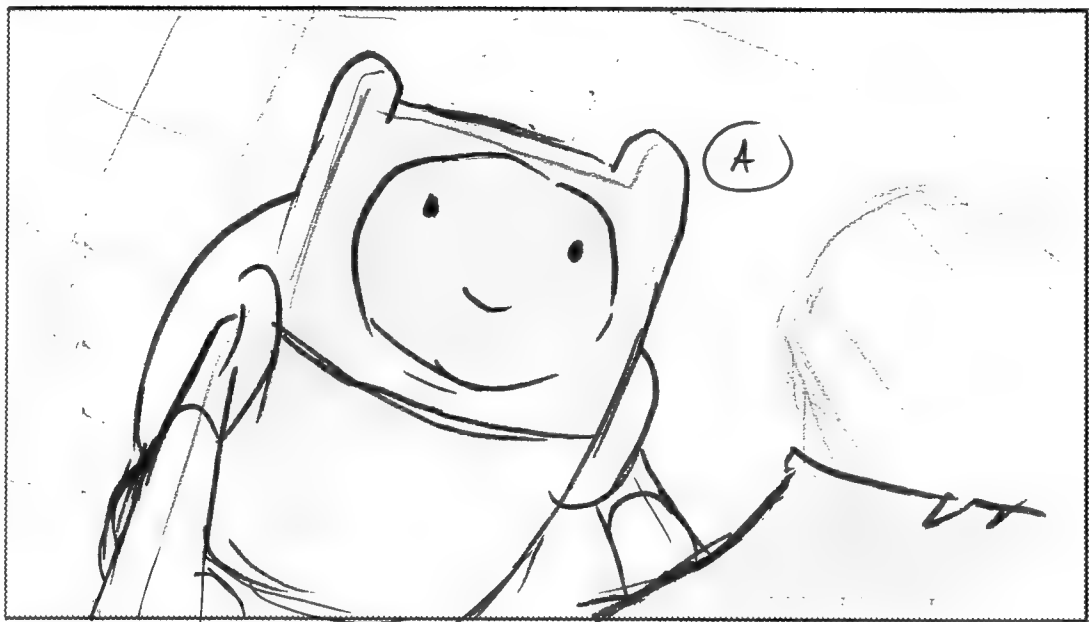
ADVENTURE TIME



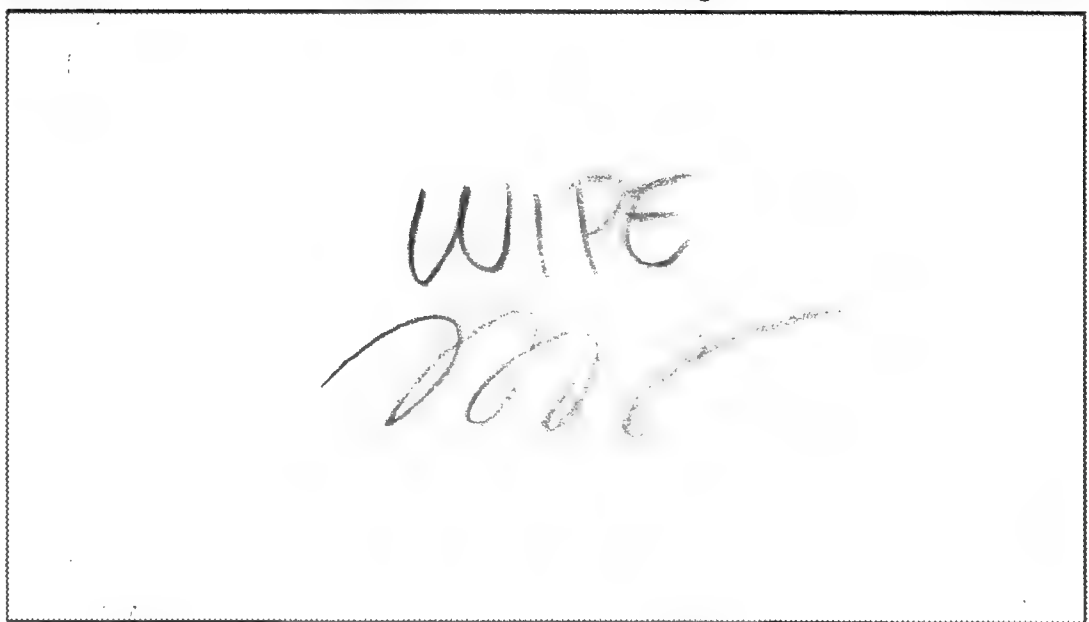
88

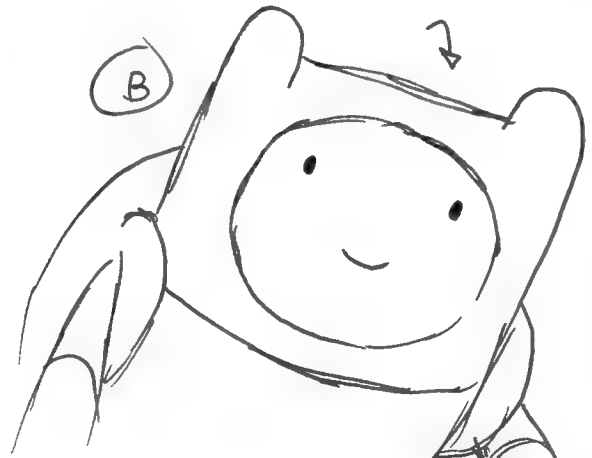
Page ...
day night

Sc. 68 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:			
Action:		ABABA Finn nods twice quickly	
Timing:			

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EPISODE # 1034-227
Production :

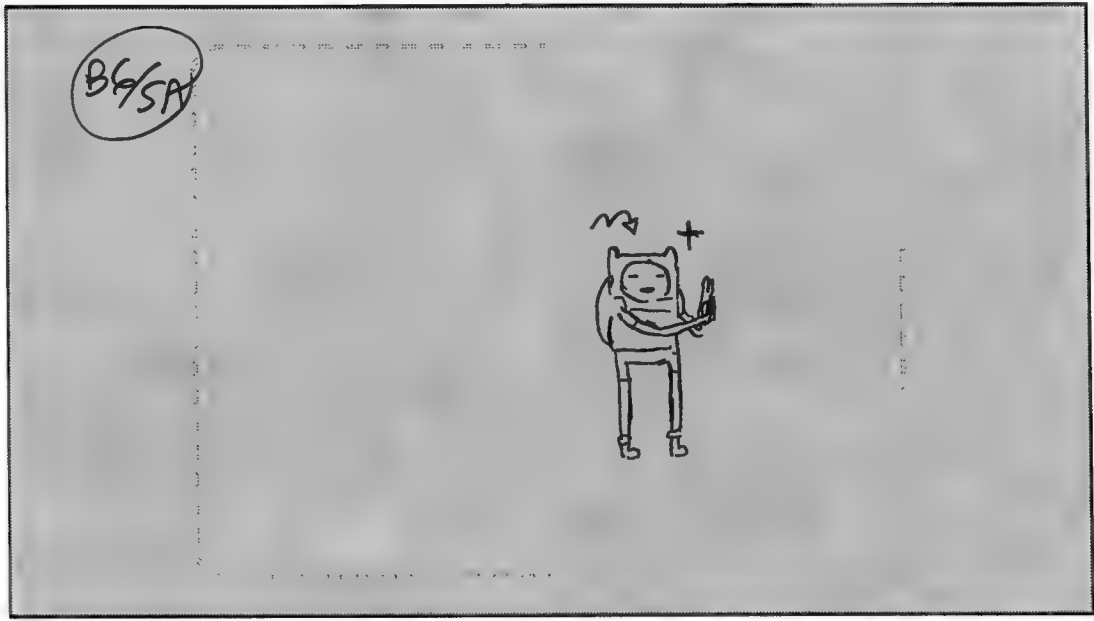
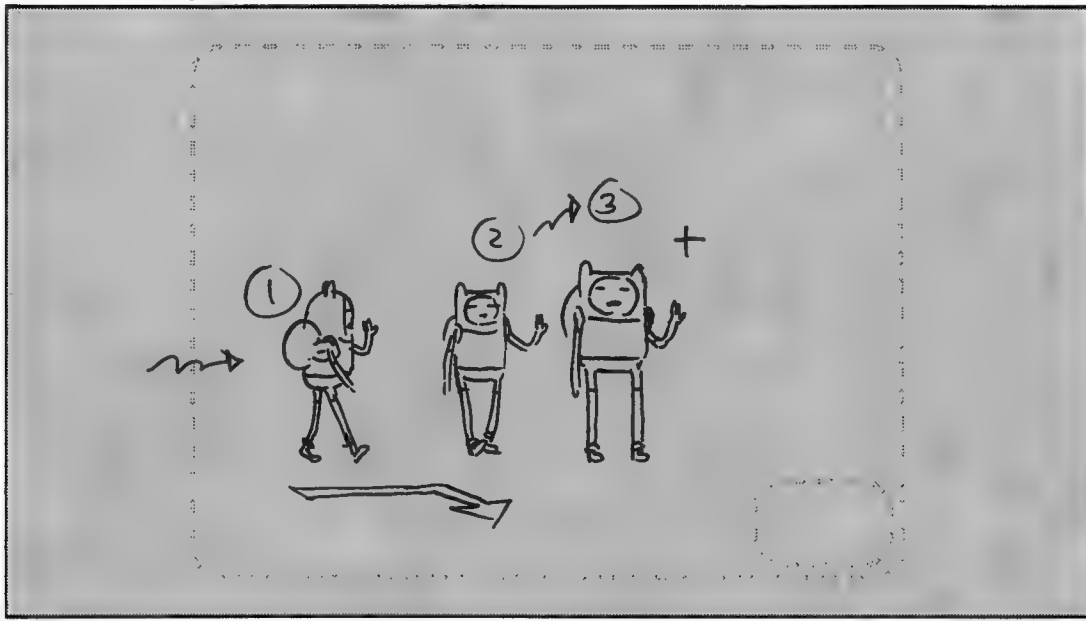
ADVENTURE TIME



Page 84

Sc. 69 Pnl. A Bg. day night

Sc. 69 Pnl. B Bg. day night



Dialog: (F) ... and right..
(remembering) (2) then straight... and..
(3) hey now..

(F) Hold the phone...

Action: - Finn feels along the wall as he walks.

- Finn stops and investigates a confusing spot on the wall.

Timing:

EPISODE #

1034-227

Production :

ADVENTURE TIME



Page 90

Sc.

70

Pnl.

A

Bg.

day night

Sc.

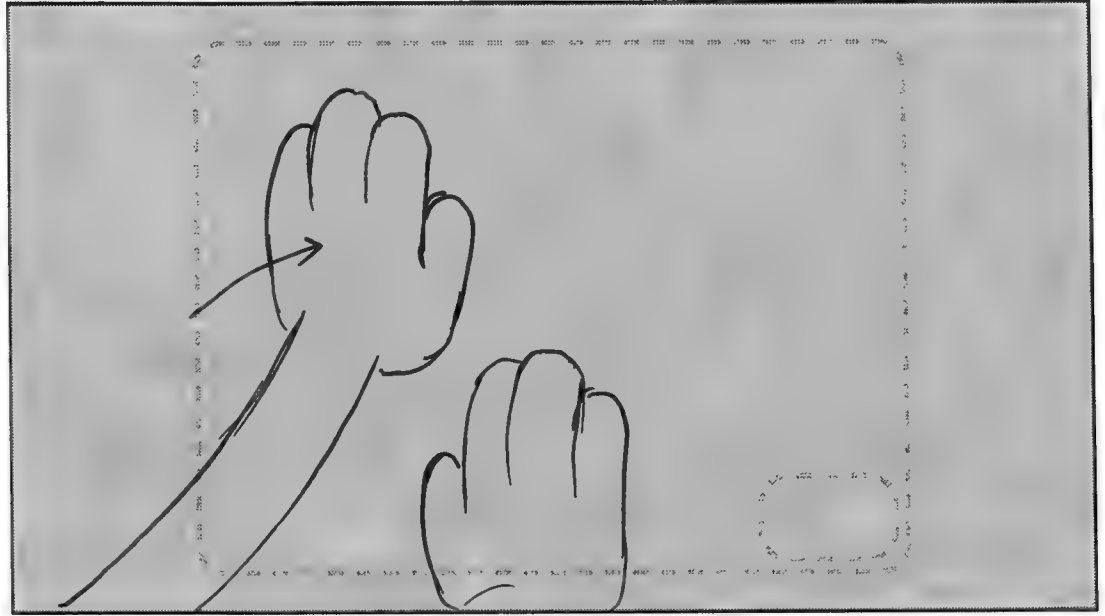
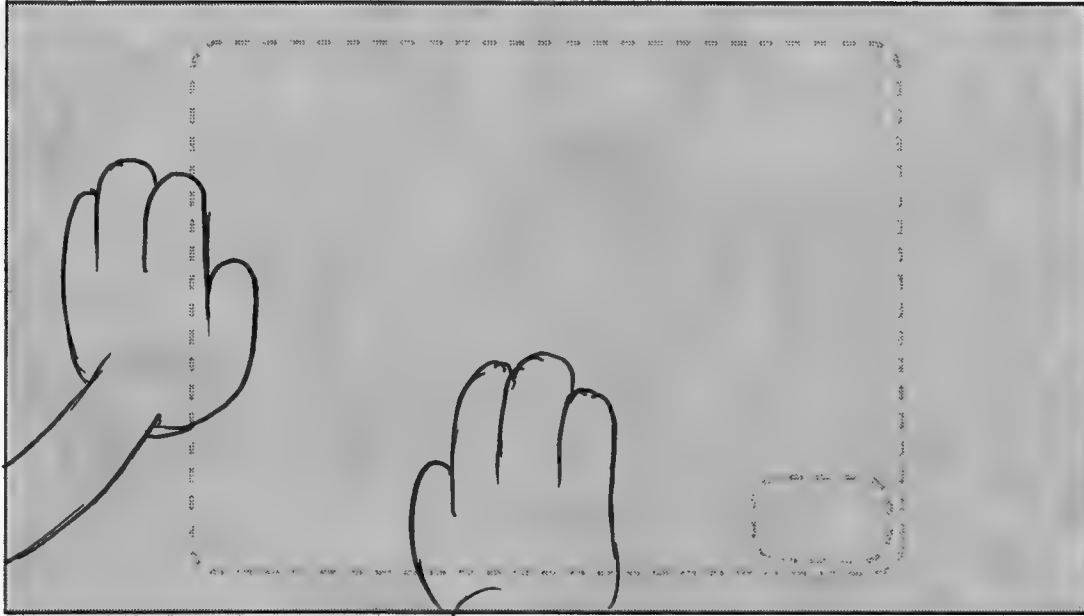
70

Pnl.

B

Bg.

day night



Dialog:

(F:OS) There should be a left
turn here...

Action:

- Finn feels around for a missing door.

Timing:

1034-227

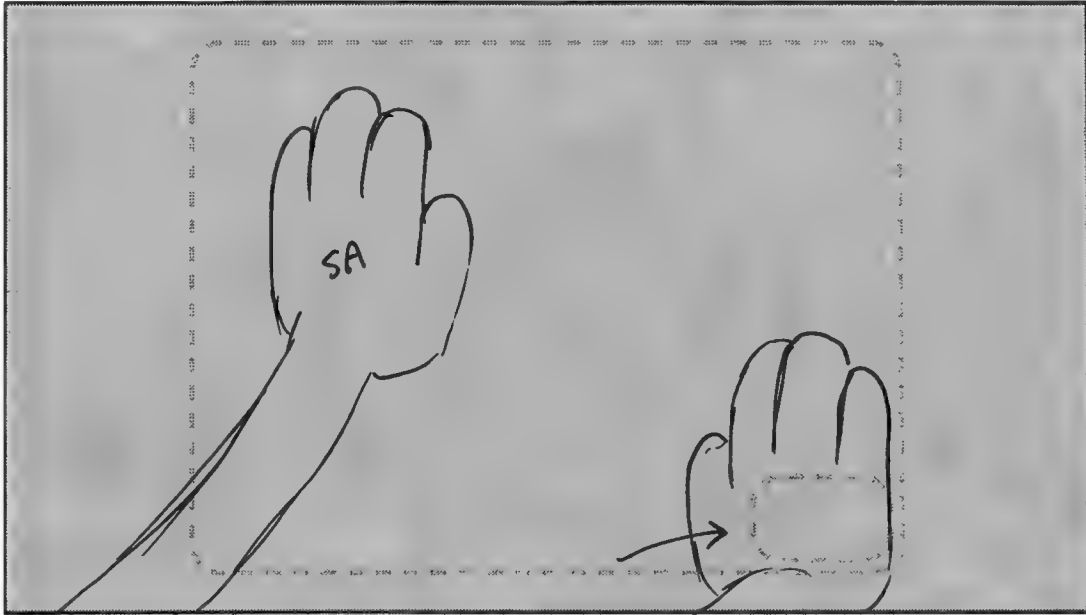
EPISODE #

Production :

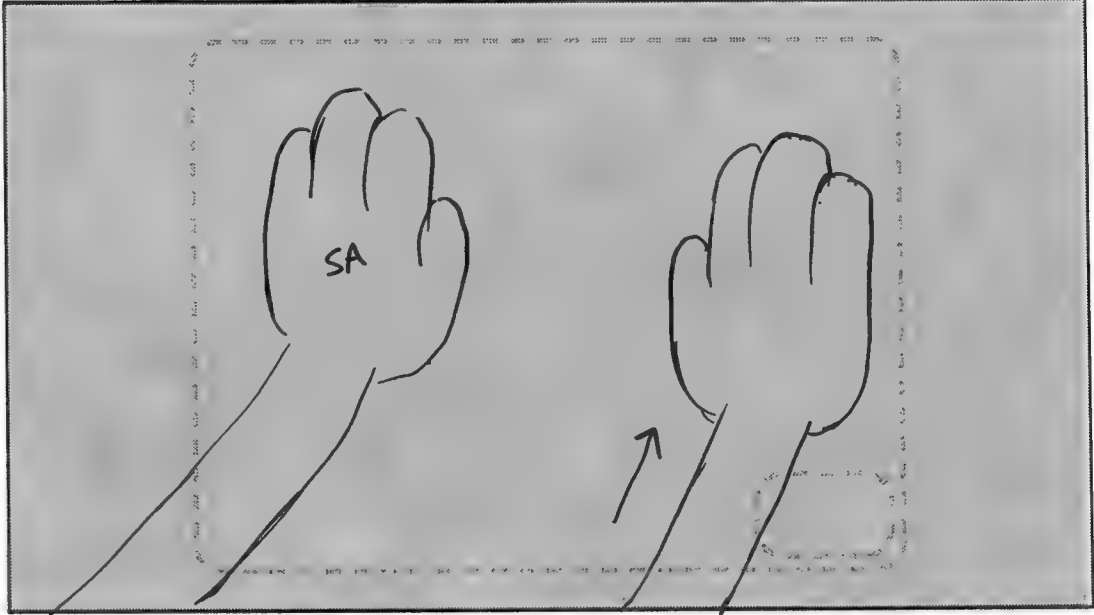
ADVENTURE TIME



Sc. 70 Pnl. C Bg. day night



Sc. 70 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1034-227

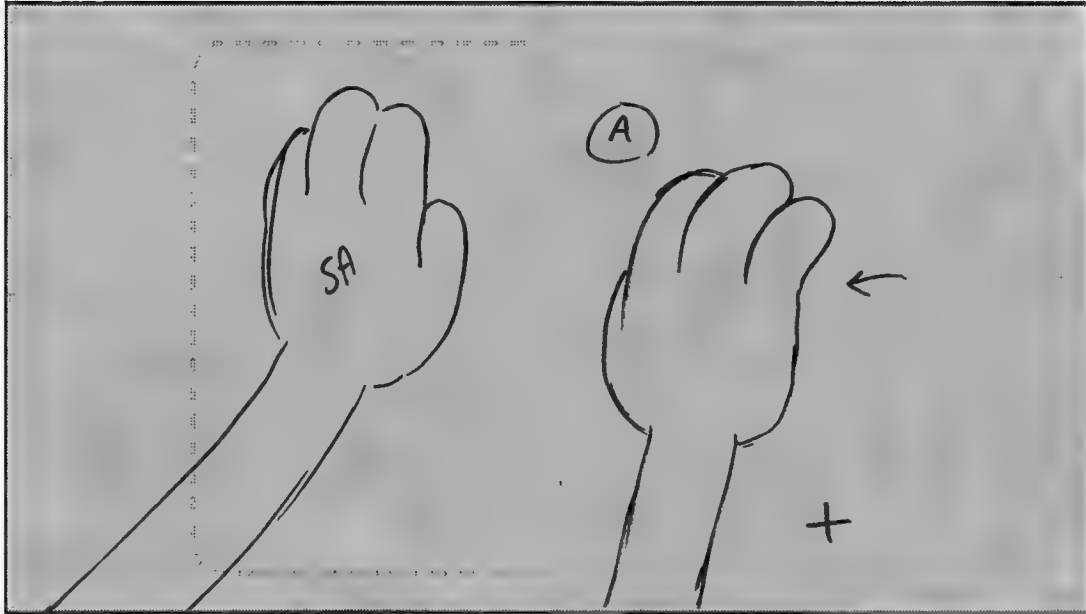
Production :

ADVENTURE TIME

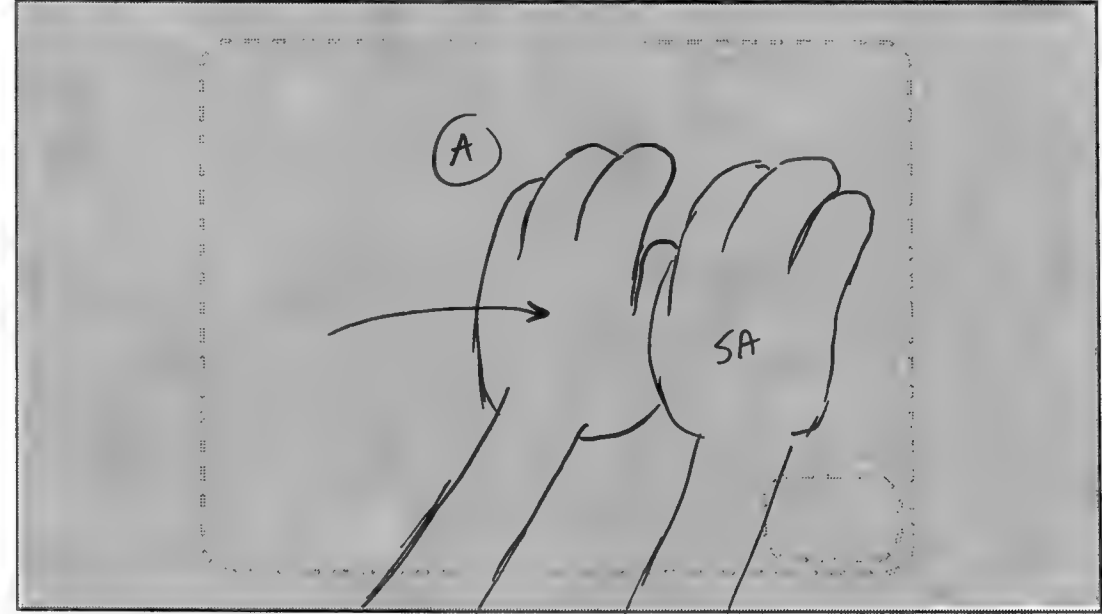


Page d/

Sc. 70 Pnl. E Bg. day night



Sc. 70 Pnl. F Bg. day night



Dialog: SFX: Tap Tap =

Action: (A) (B) (A) (B)
- Finn feels something interesting.

Timing:



-Finn lifts hand slightly when moving it to position (B)

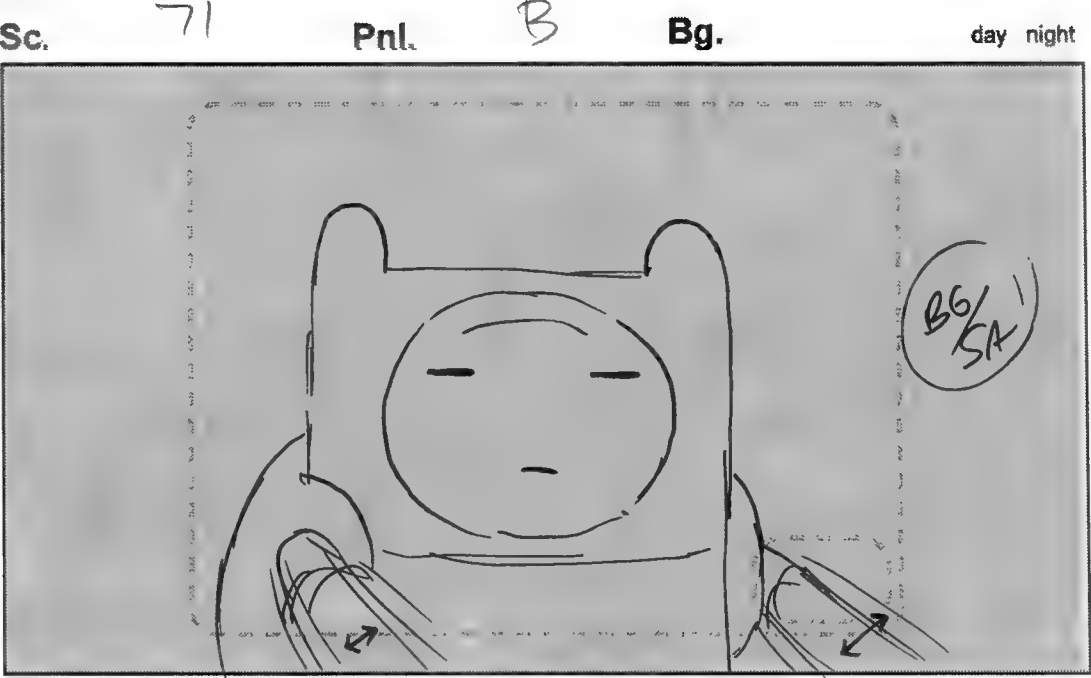
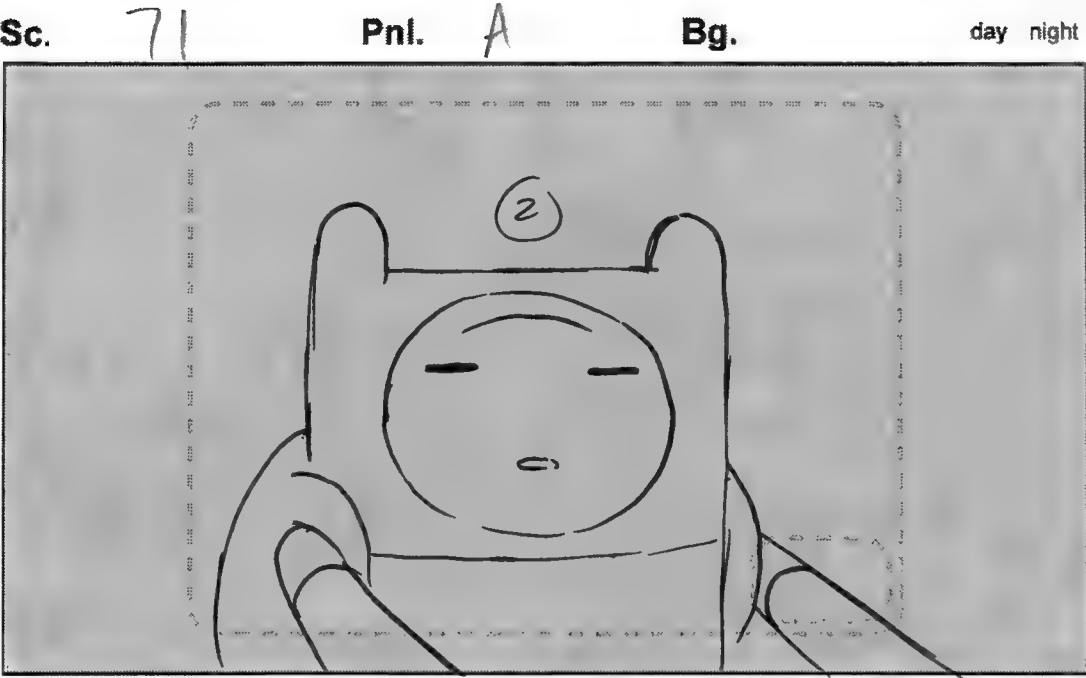


EPISODE #


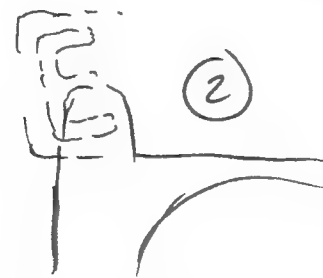
1034-227

Production :

ADVENTURE TIME



Dialog: (FINN:) letters?

Action:   - Finn feels the invisible sign with his hands.

Timing:

1034-227

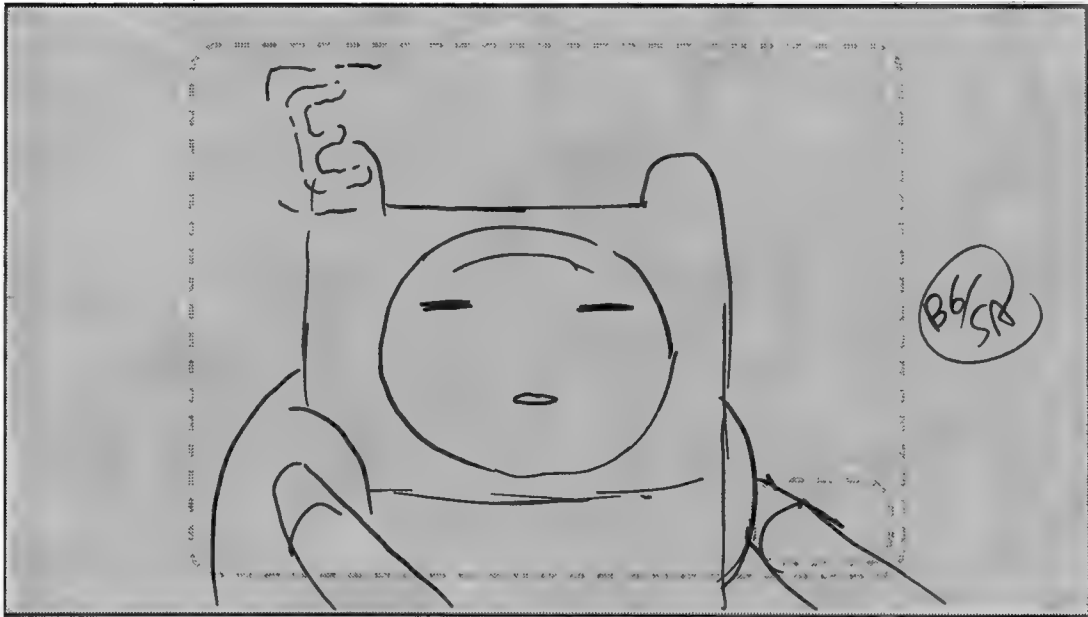
EPISODE #

Production :

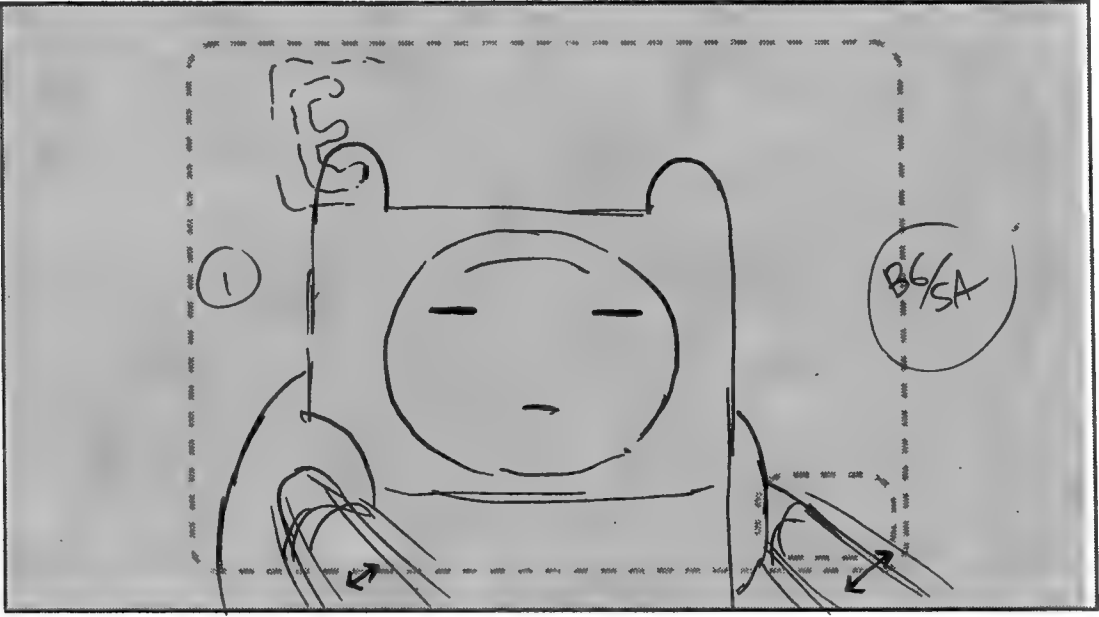
ADVENTURE TIME



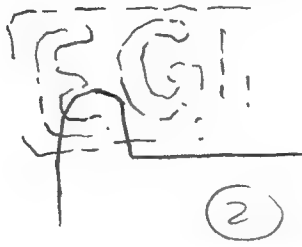
Sc. 71 Pnl. C Bg. day night



Sc. 71 Pnl. D Bg. day night



Dialog:	(F:) "E"
Action:	
Timing:	

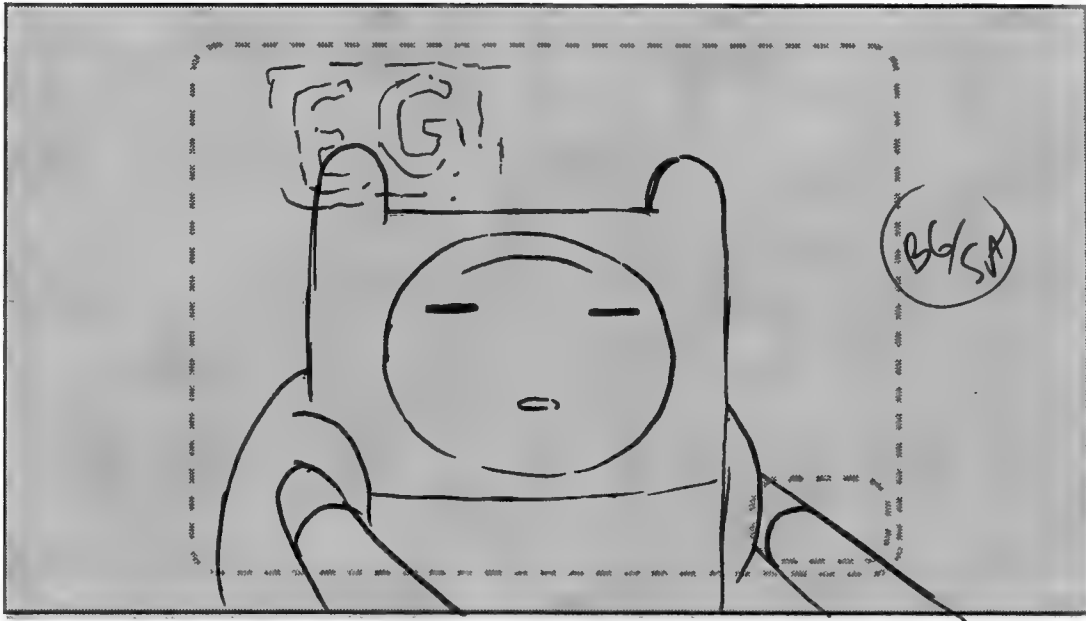


EPISODE # 1034-227
Production :

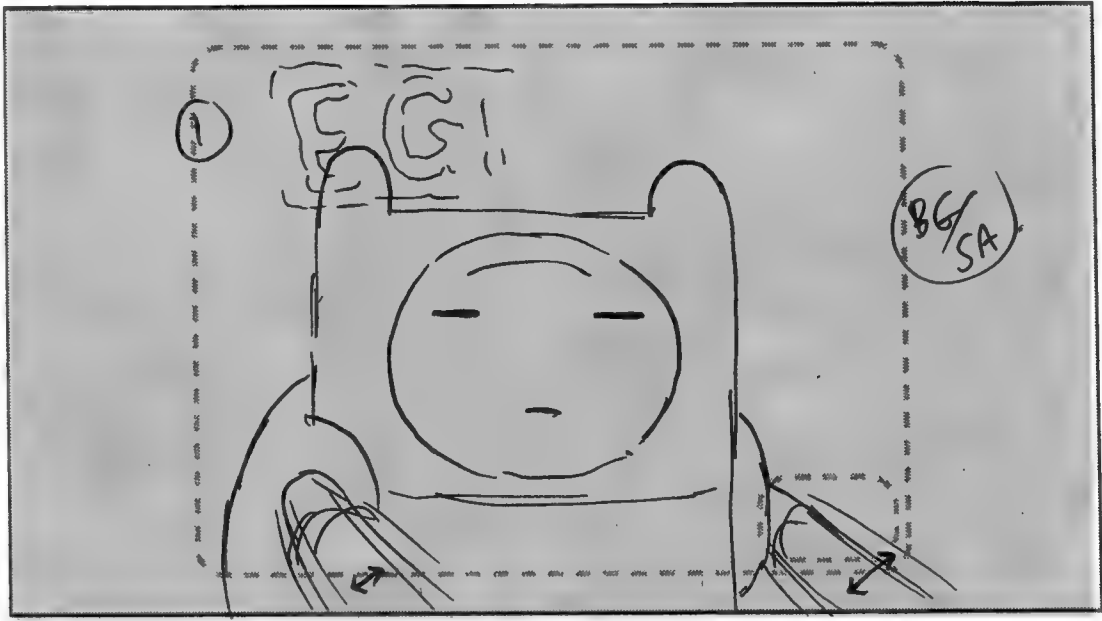
ADVENTURE TIME



Sc. 71 Pnl. E Bg. day night



Sc. 71 Pnl. F Bg. day night



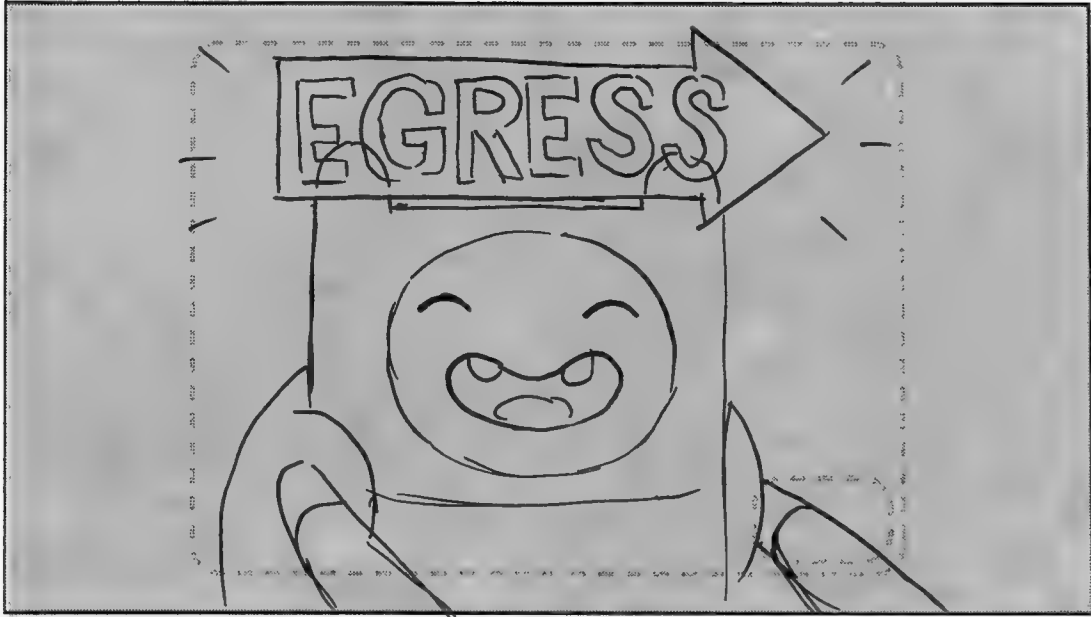
Dialog:	(F:) "G"
Action:	(2) FGRESA
Timing:	

EPISODE # 1034-227
Production :

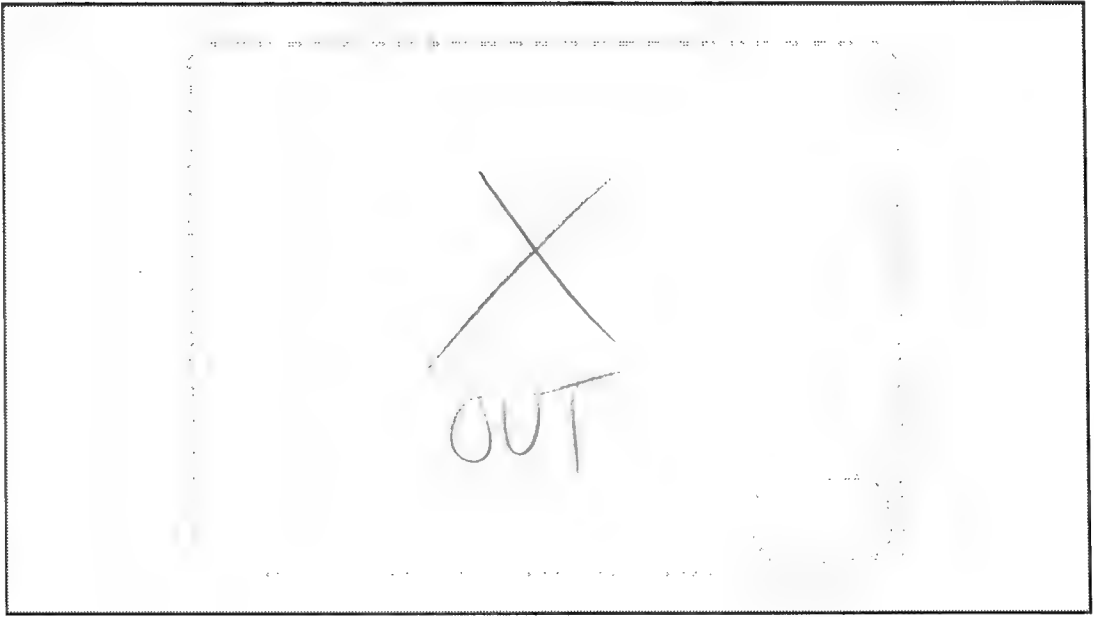
ADVENTURE TIME



Sc. 71 Pnl. 6 Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(F:) EGRESS!
Action:	
Timing:	

1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 97

Sc.

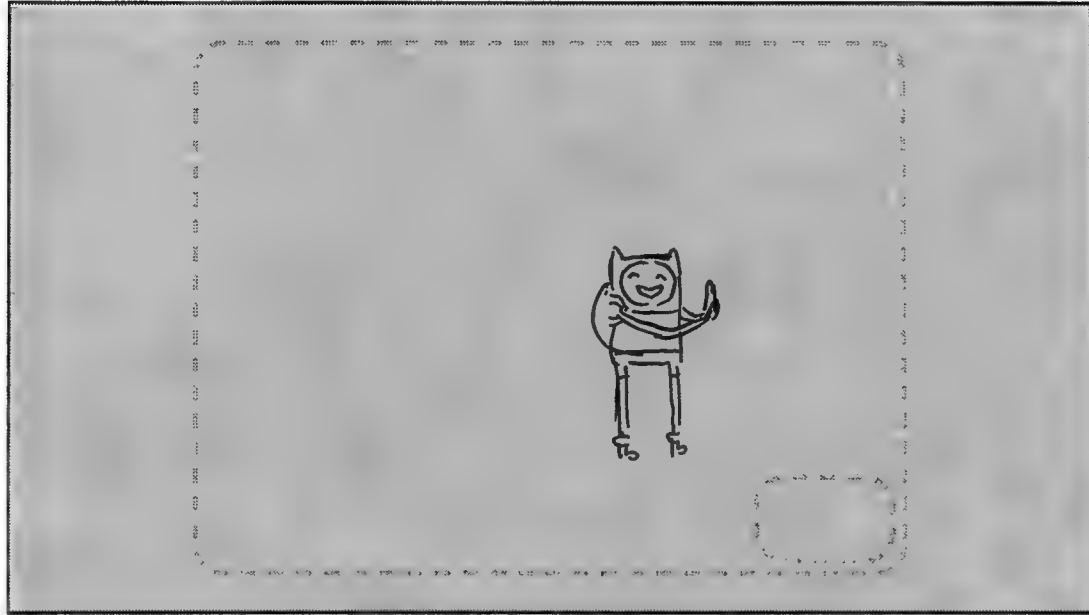
72

Pnl.

A

Bg.

day night



Sc.

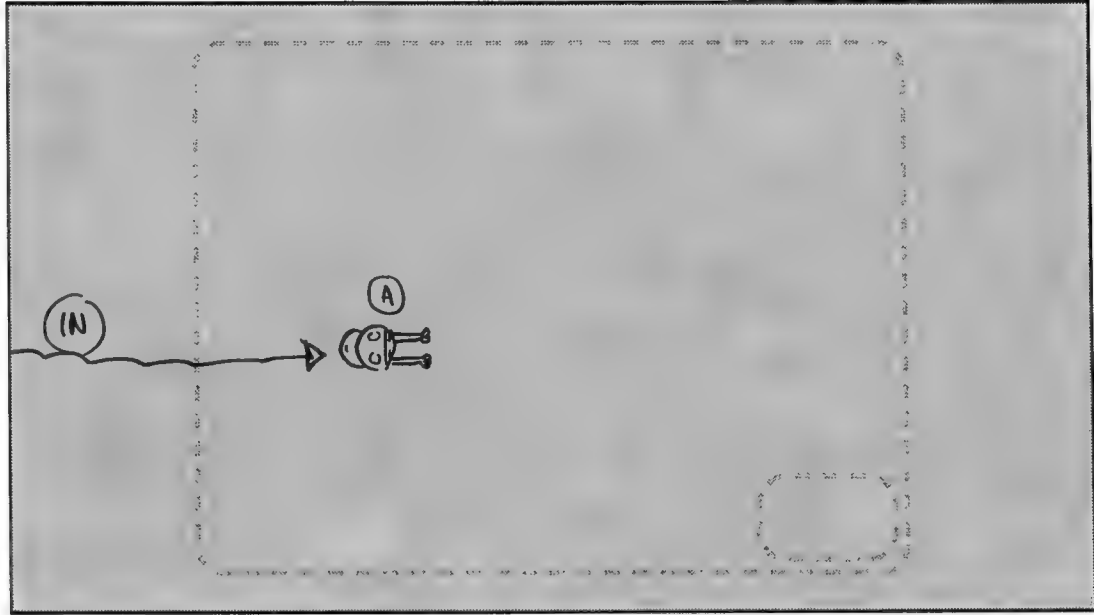
73

Pnl.

A

Bg.

day night



Dialog:

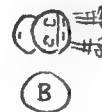
- (F:) ① it spells "egress"!
② Haha! This way!

Action: - Finn runs offscreen, excited.

Timing:



(F:) .. and here's another one!



Finn feels sign (A)(B)(A), then speaks

Production :

EPISODE #

1034-227

ADVENTURE TIME



Page 98

Sc.

73

Pnl.

B

Bg.

day night

Sc.

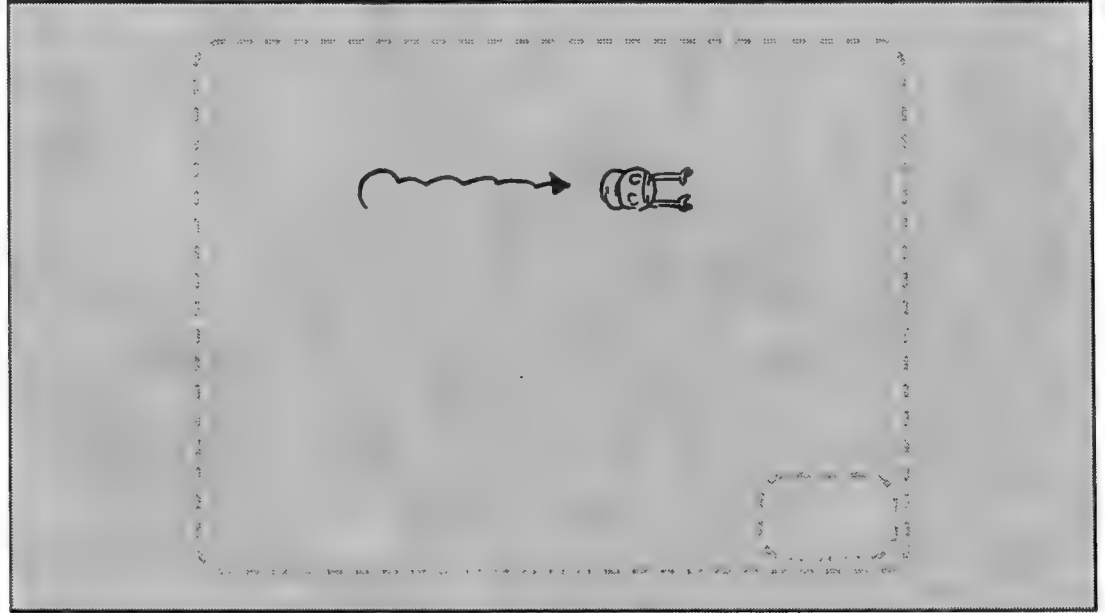
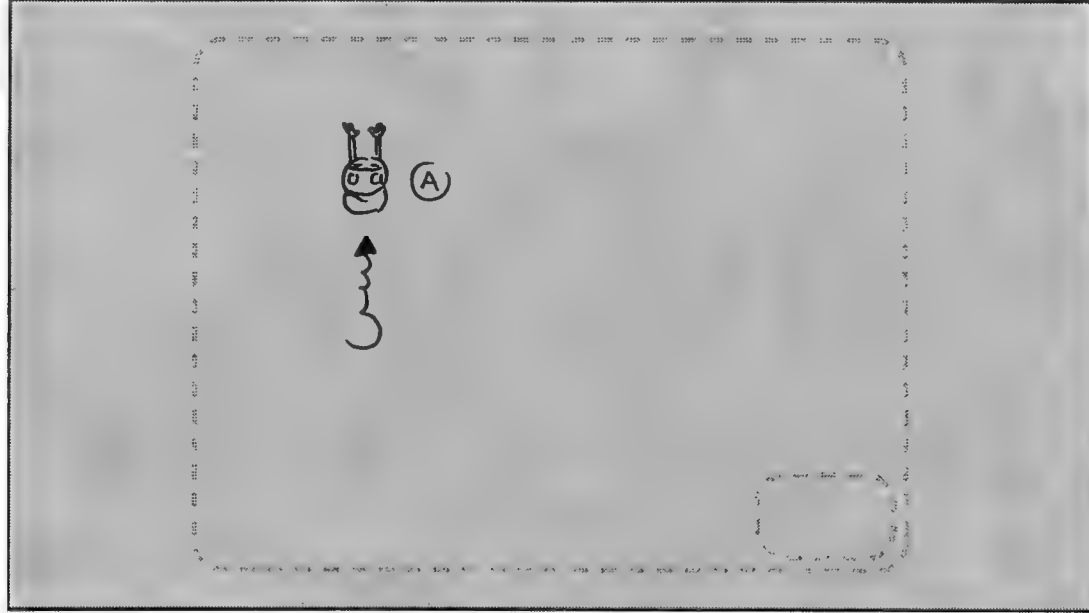
73

Pnl.

C

Bg.

day night



Dialog:

(F:) .. and another!

(F) → hehe!

Action:



Timing:

(8)

1034-227

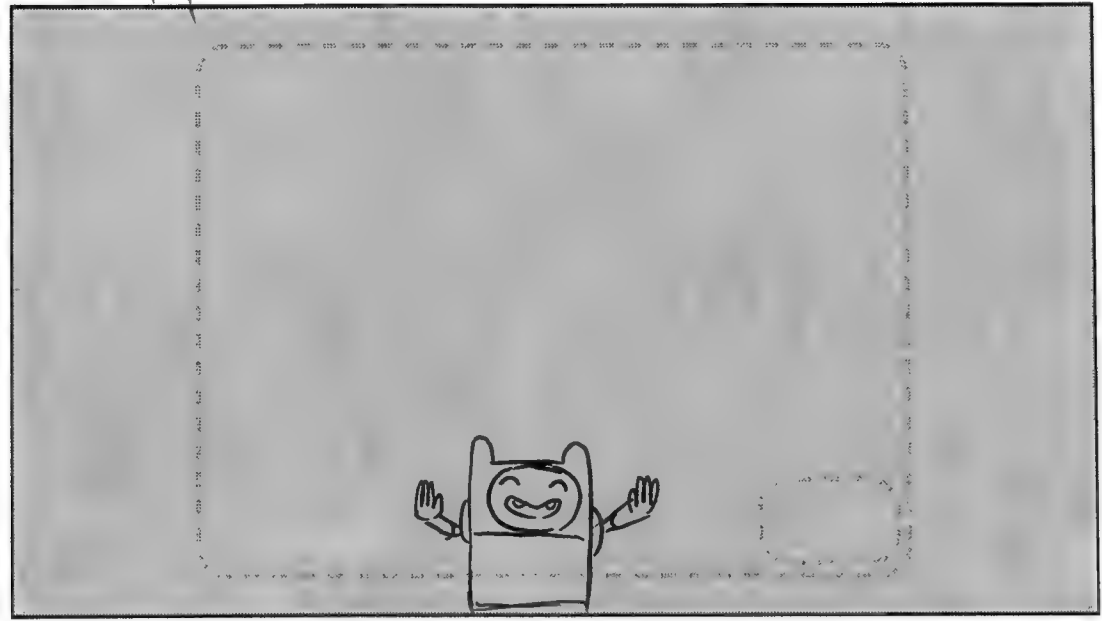
EPISODE #

Production :

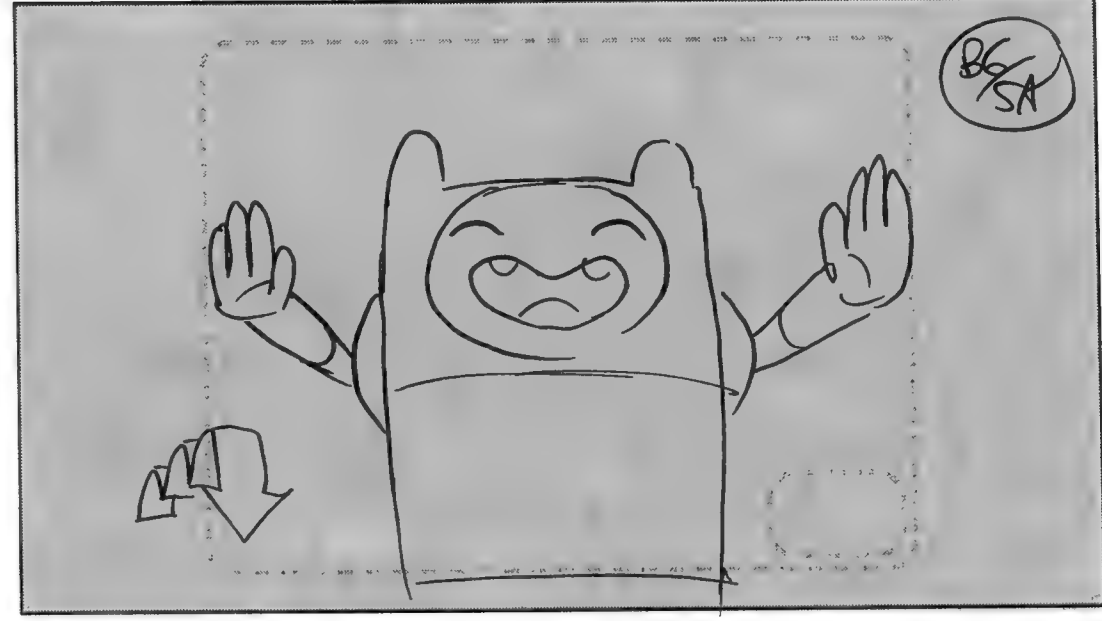
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 74 Pnl. B Bg. day night

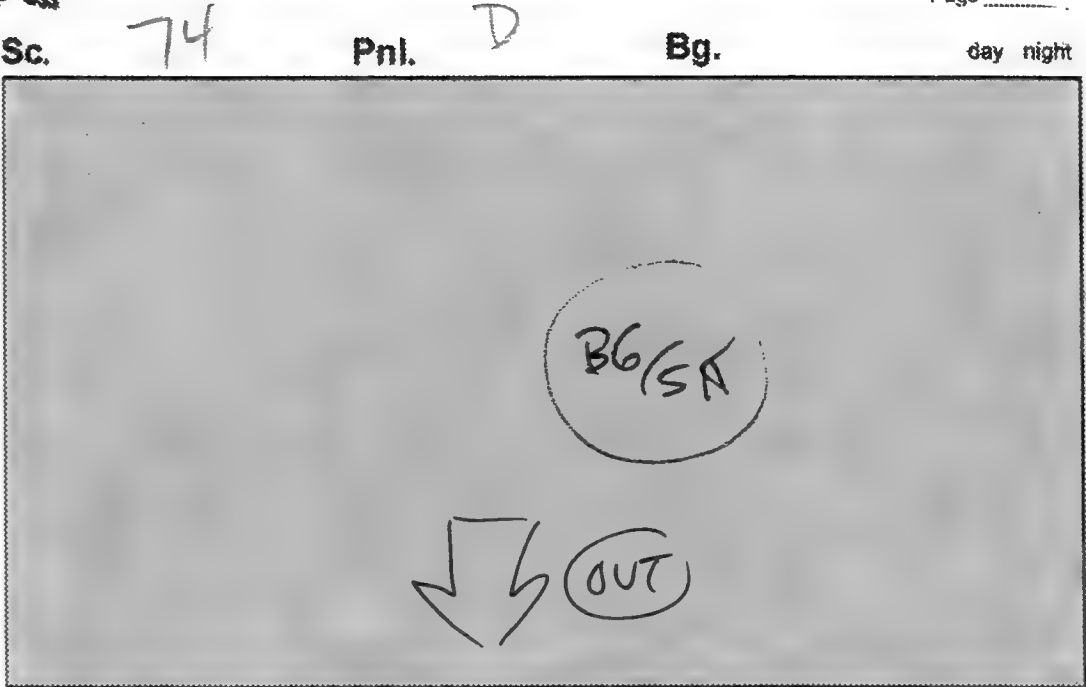
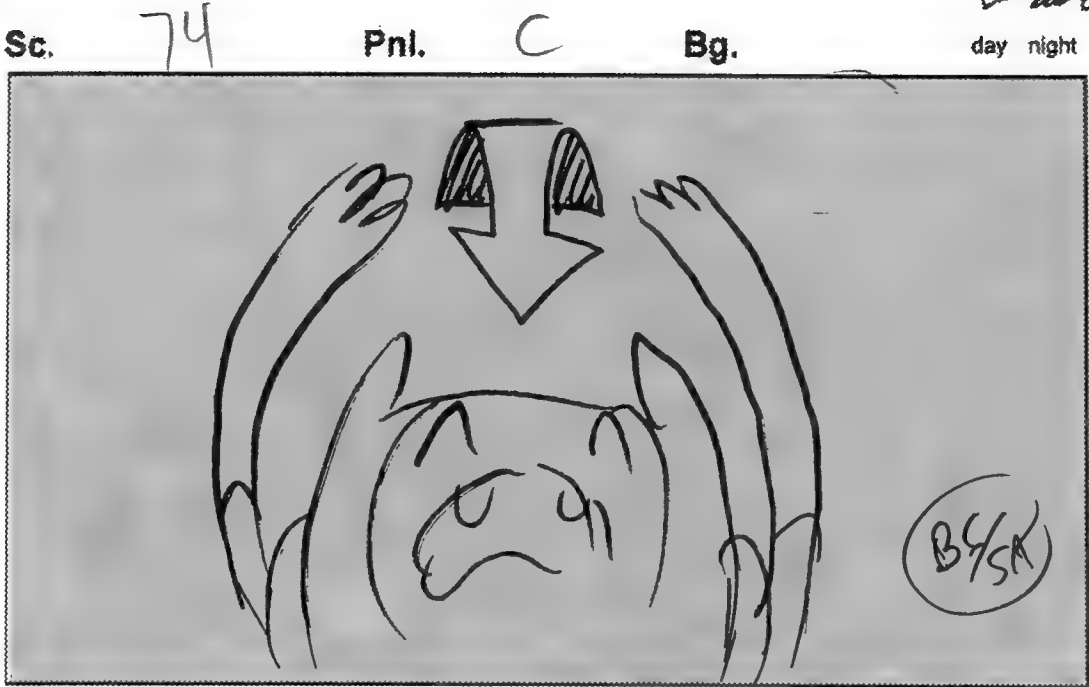


Dialog:	(F:) AHAHAHAHAHAHA
Action:	
Timing:	

EPISODE # 1034-227
Production :

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ADVENTURE TIME



Dialog:	(F:) WAH / OOF	(F:) ...ow...
Action:	(SFX) 'CA SHUNK' - (TRAPDOOR SOUND)	- Finn falls in another trapdoor.
Timing:		

1034-227

EPISODE #

Production :

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ADVENTURE TIME



Page 101

Sc.

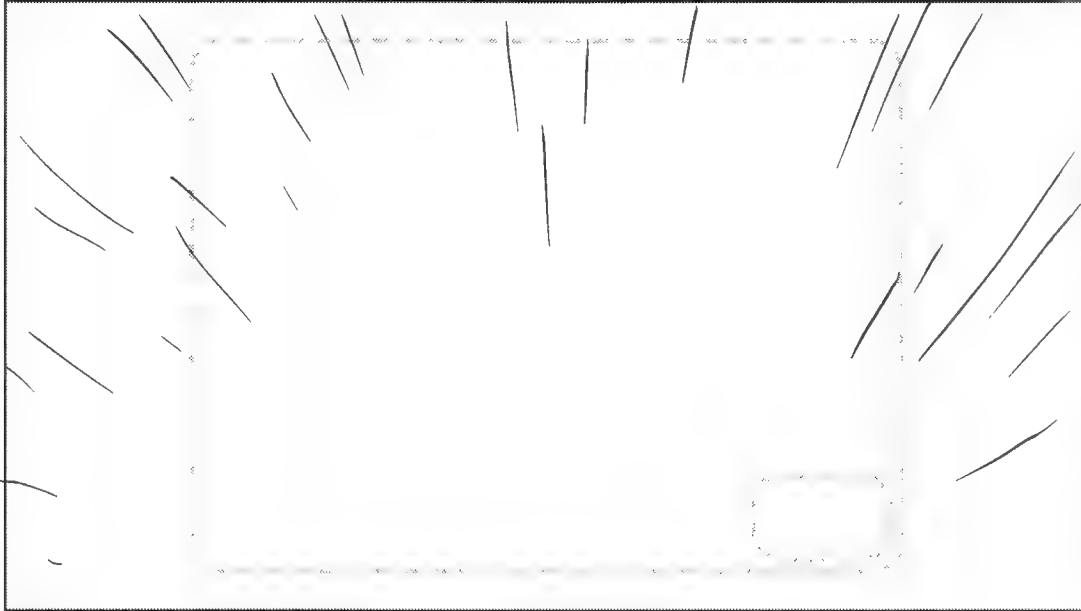
74

Pnl.

E

Bg.

day night



Sc.

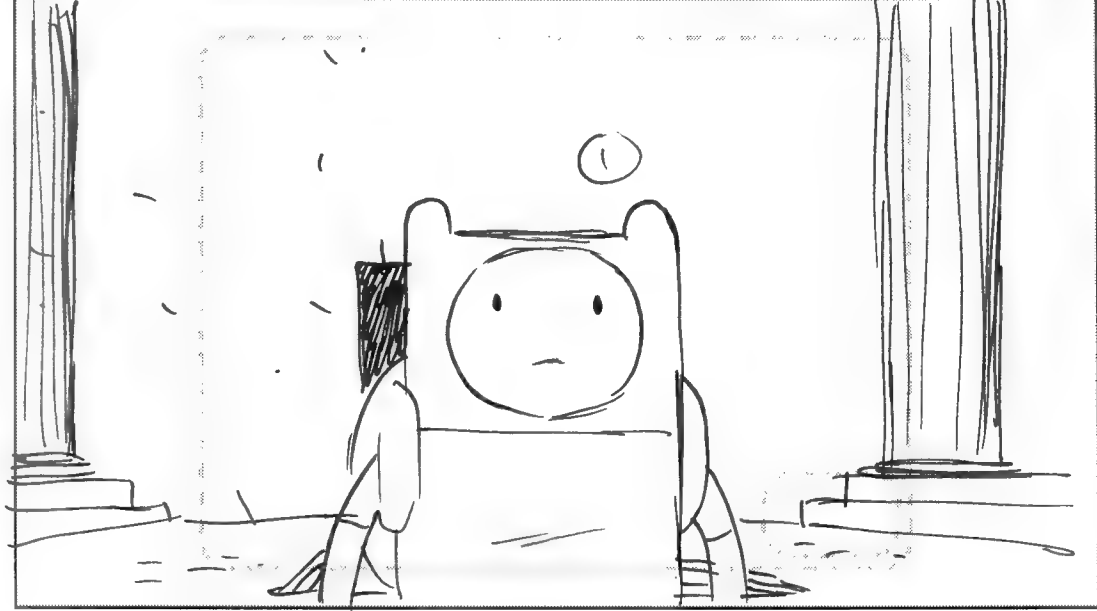
75

Pnl.

A

Bg.

day night



Dialog:

- FLASH -

Action:



Timing:

1034-227

EPISODE #

Production :

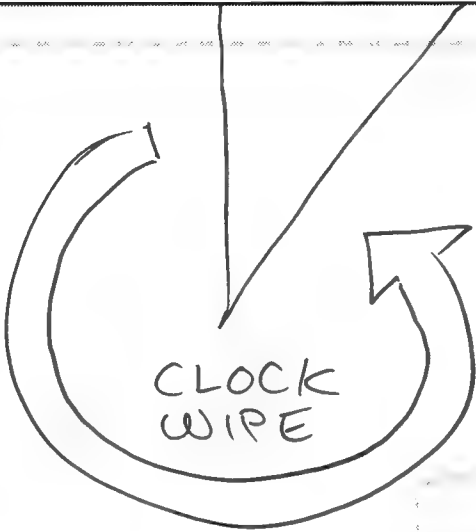
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ADVENTURE TIME



Page 102

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

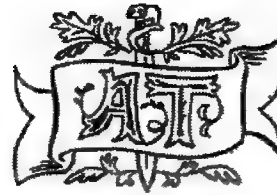


Dialog:
Action:
Timing:

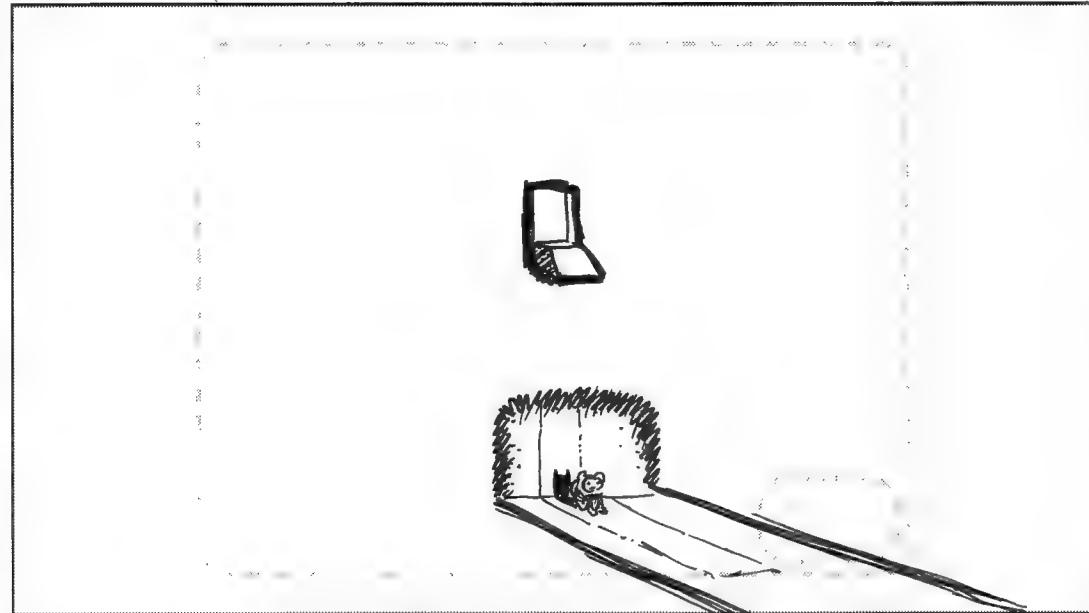
EPISODE # 1034-227
Production :

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ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. 77 Pnl. A Bg. day night



Dialog:	(F:) okay, so, —————→
Action:	
Timing:	

EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 104

Sc.

77

Pnl.

B

Bg.

day night

Sc.

77

Pnl.

C

Bg.

day night



BG/SA



BG/SA

Dialog:

→ (F.)⁽²⁾ Every map I make is wrong,

Action: - Finn counts on his fingers.

(3) All the exit signs led to traps,

Timing:

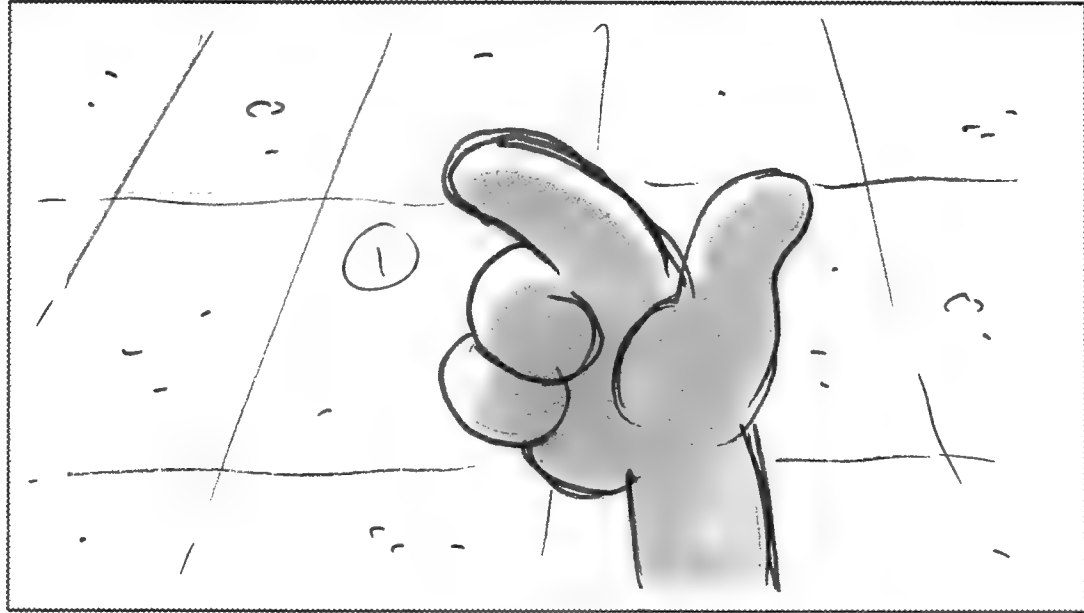
EPISODE # 1034-227

Production :

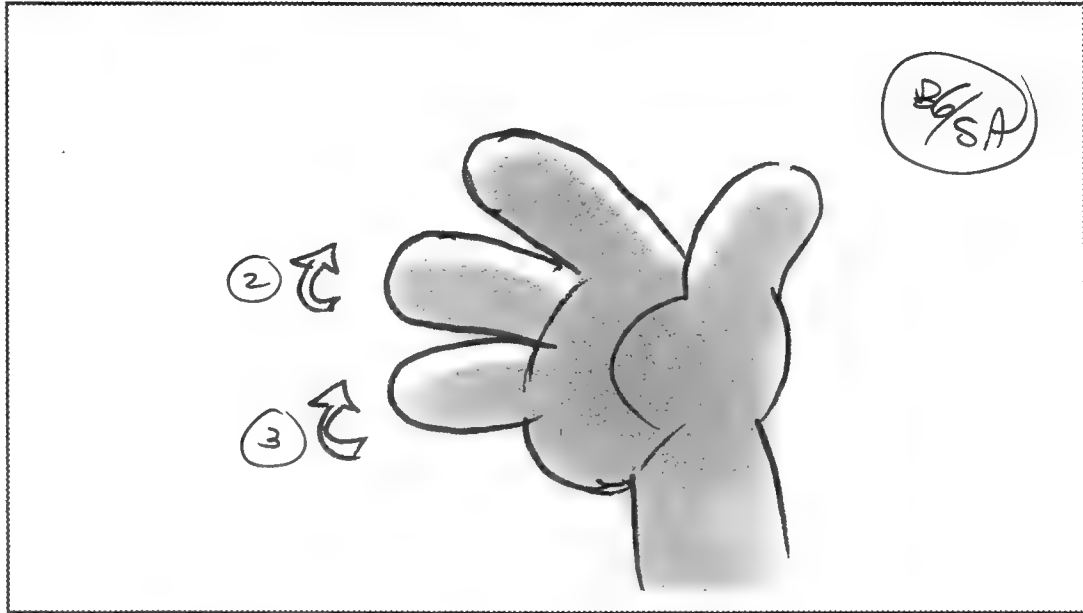
ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



Dialog:	(F.) ^② All the threads led to traps,	(F.) ^③ Plus the
Action:		braille, the
Timing:		hieroglyphics,
		and the tape
		recorder message
		too.

EPISODE # 1034-227

Production :

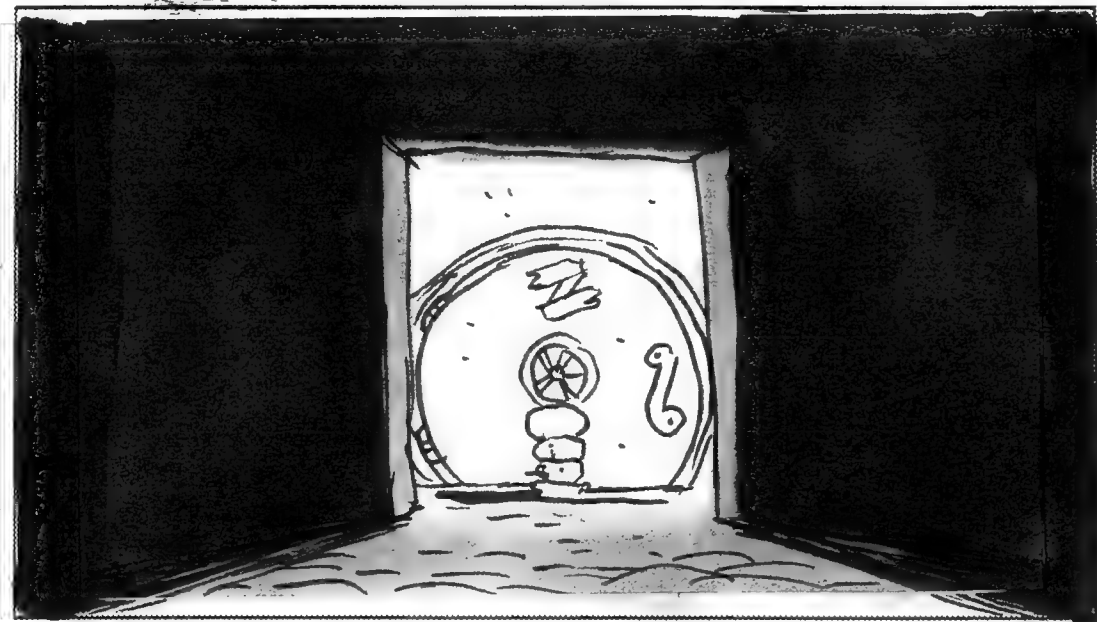
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ADVENTURE TIME

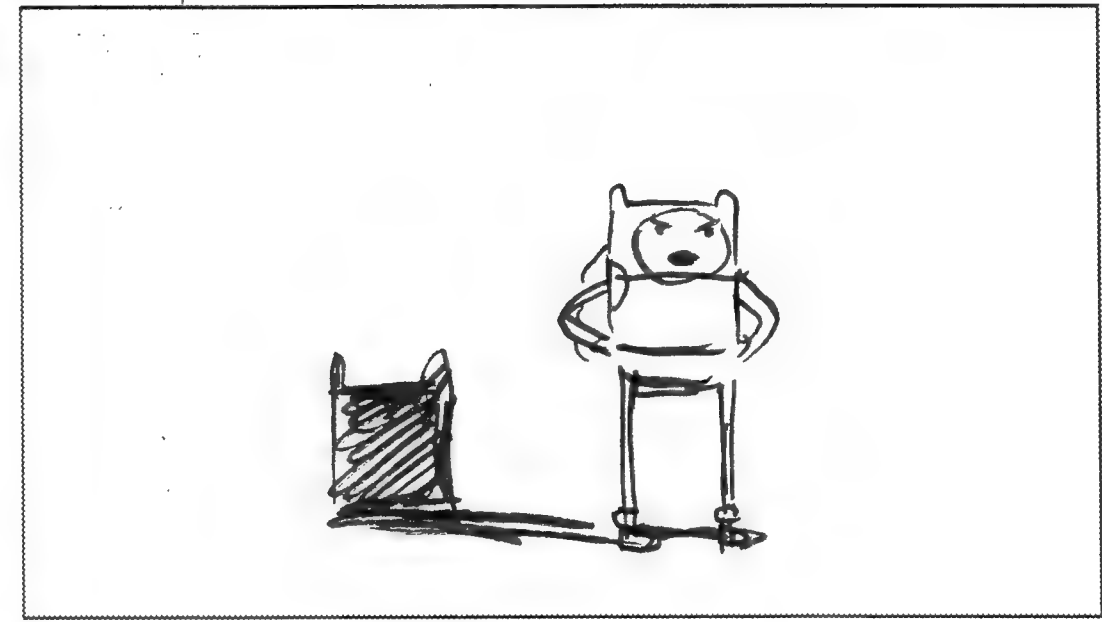


Page 106

Sc. 79 Pnl. A Bg. day night



Sc. 80 Pnl. A Bg. day night



EPISODE # 1034-227

Production :

Dialog:

(F:) it's almost like the maze is trying to tell me something... something confusing.

(F:) well whatever,

Action:

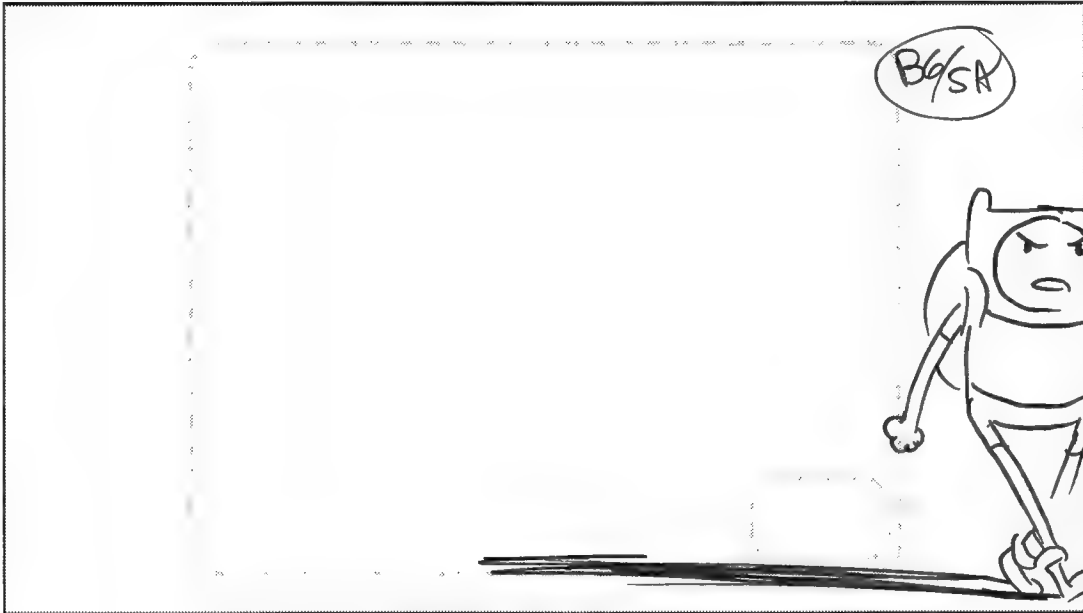
Timing:

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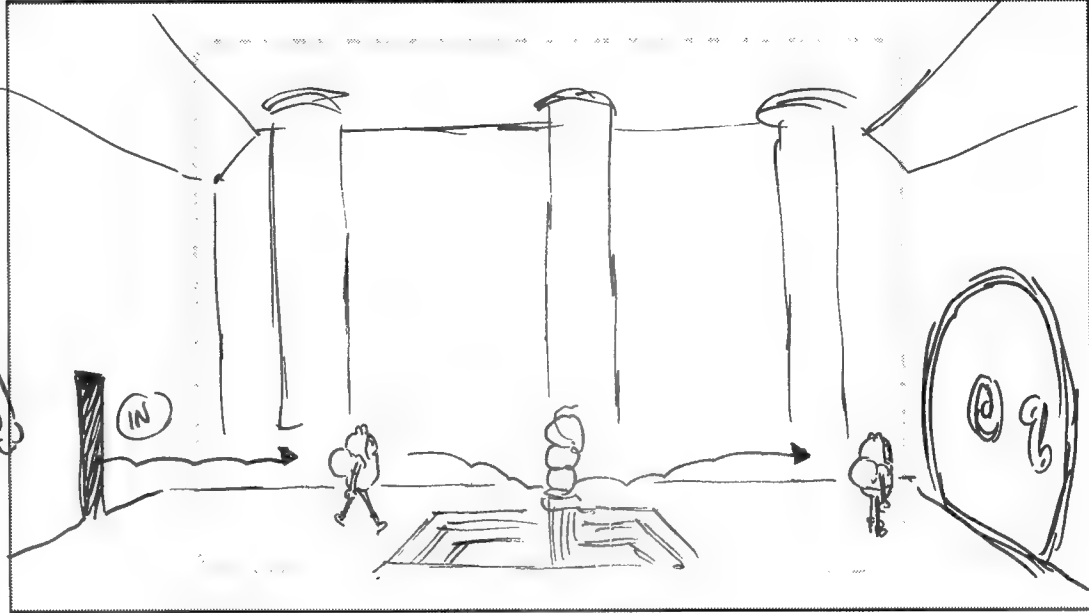
ADVENTURE TIME



Sc. 80 Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:	(F:) who needs you anyway, → (F:) with your stupid signs and messages?
Action:	-Finn walks intently up to vault door.
Timing:	

EPISODE # 1034-227
Production :

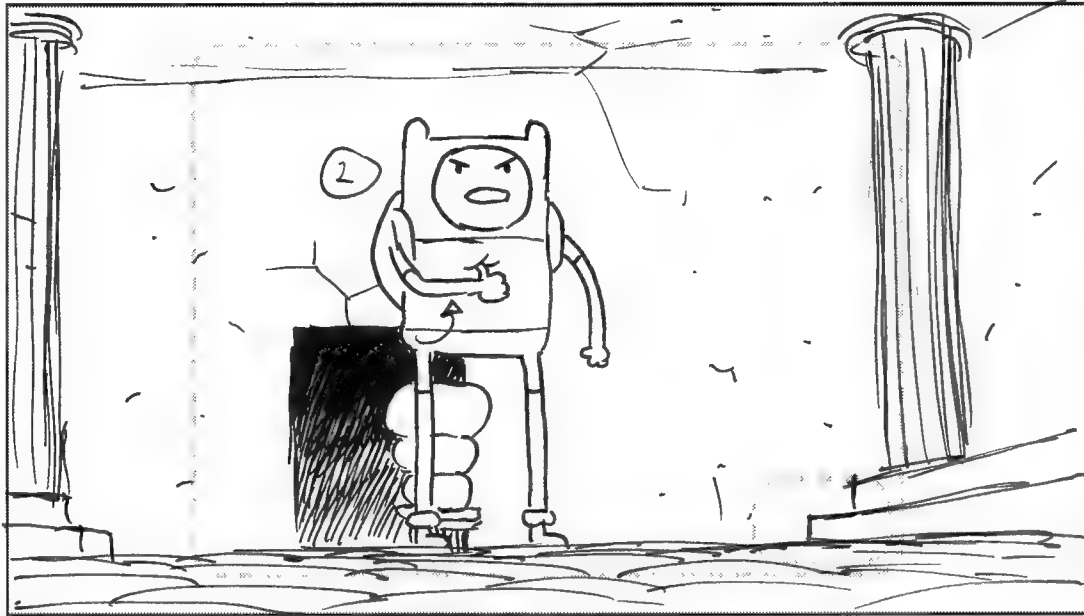
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ADVENTURE TIME

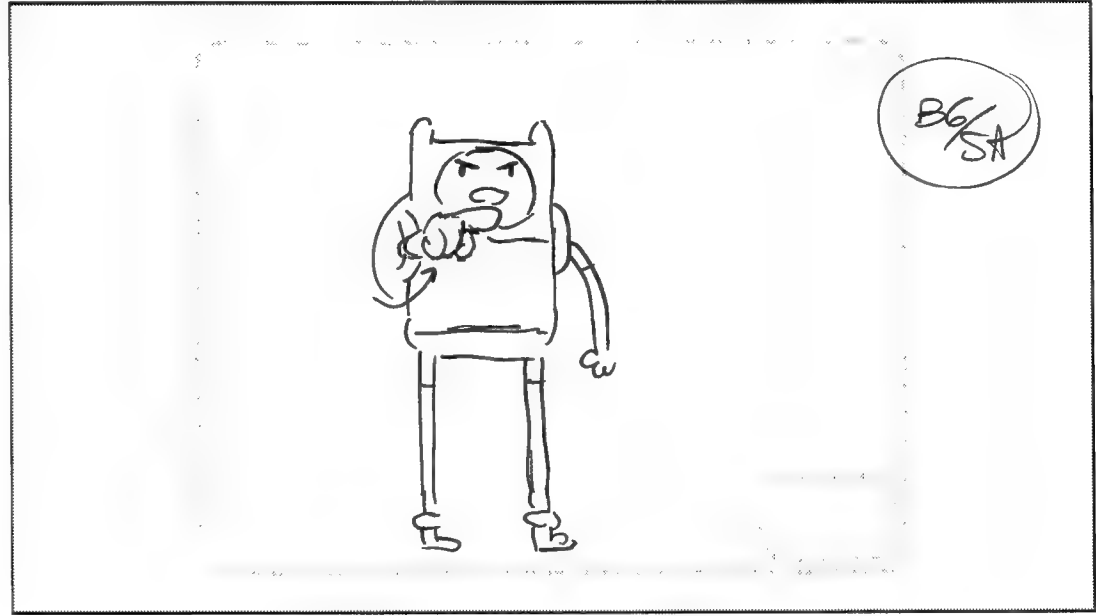


Page 108

Sc. 82 Pnl. A Bg. day night



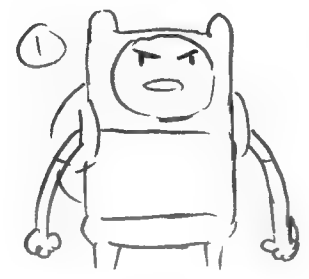
Sc. 82 Pnl. B Bg. day night



Dialog: (F:) I'm Finn Mertens, ya heard?
And I don't need no nuthin'!

(F:) You wanna bet?
Watch me.

Action:



Timing:

1034-227

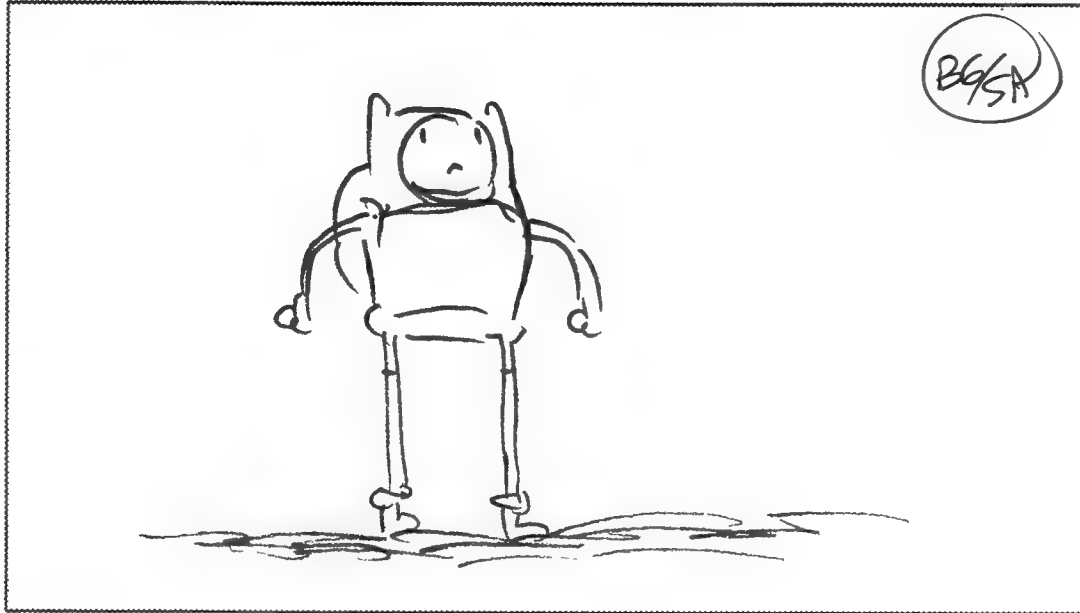
EPISODE #

Production :

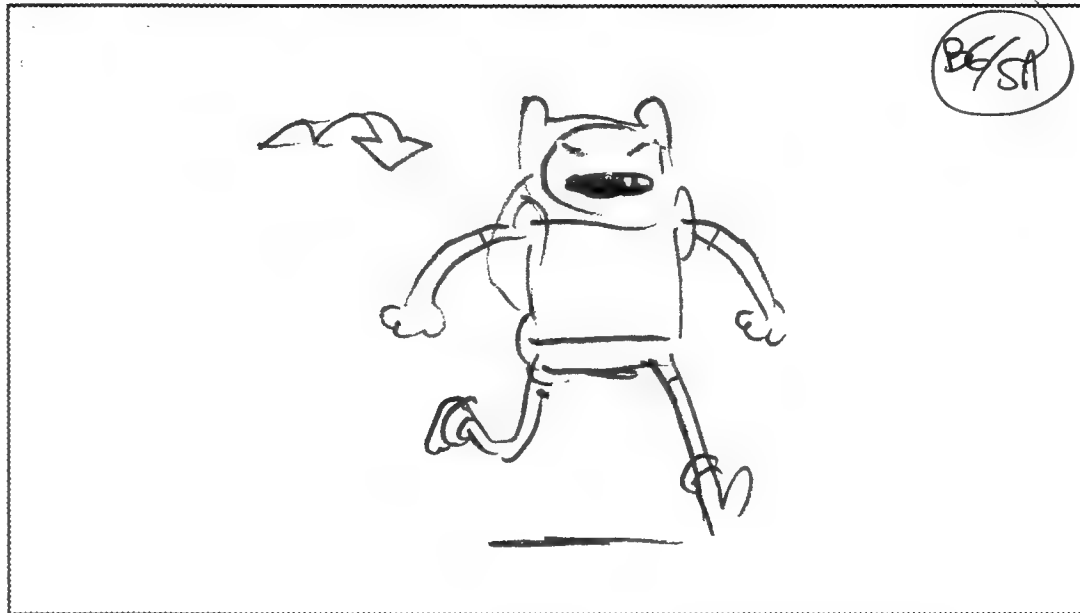
ADVENTURE TIME



Sc. 82 Pnl. C Bg. day night



Sc. 82 Pnl. D Bg. day night



Dialog:	(F) * BIG INHALE *	(F:) BABABABA BABABA	OUT
Action:			
Timing:		* eyes stay closed *	

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1034-227

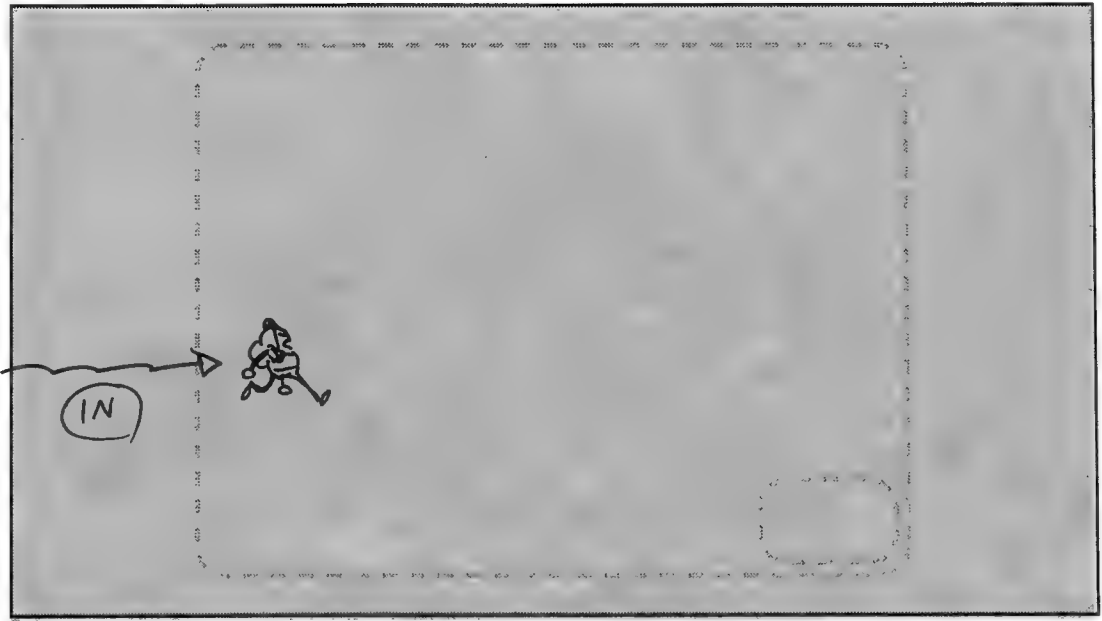
EPISODE #

Production :

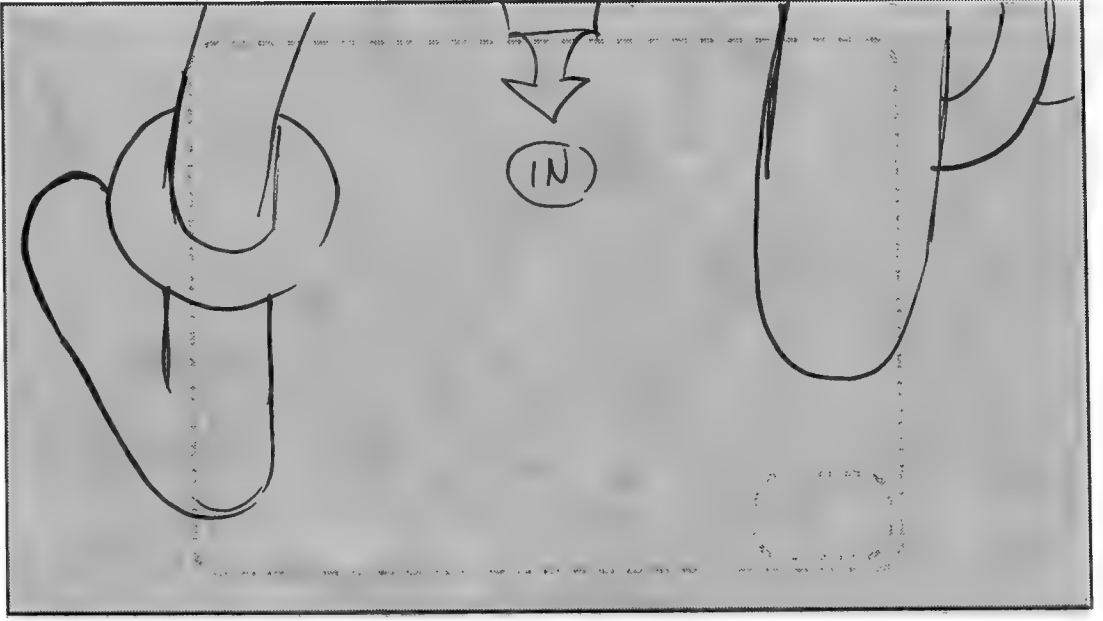
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



Sc. 84 Pnl. A Bg. day night



Dialog:	(F:) BABABABABA	(F:) BABABABABA
Action:	-Finn runs onscreen.	
Timing:		

(OVERLAPPING
DIALOGUE/DISSOLVES?)

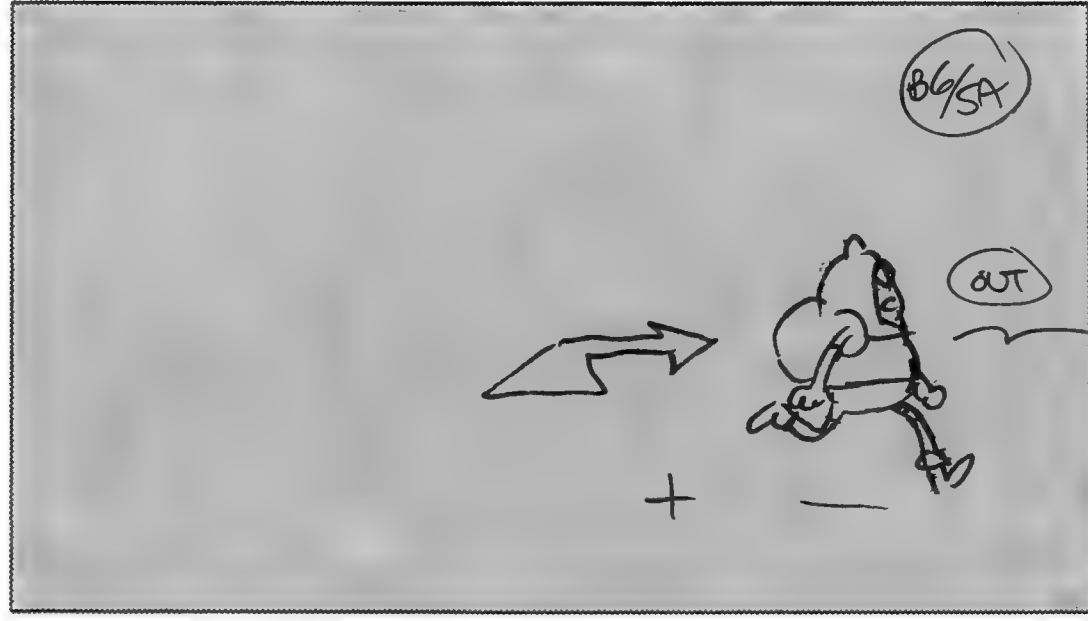


EPISODE # 1034-227
Production :

ADVENTURE TIME



Sc. 84 Pnl. B Bg. day night Sc




Dialog:

(F:) BABABA BA

Action:

Timing:



OUT
X

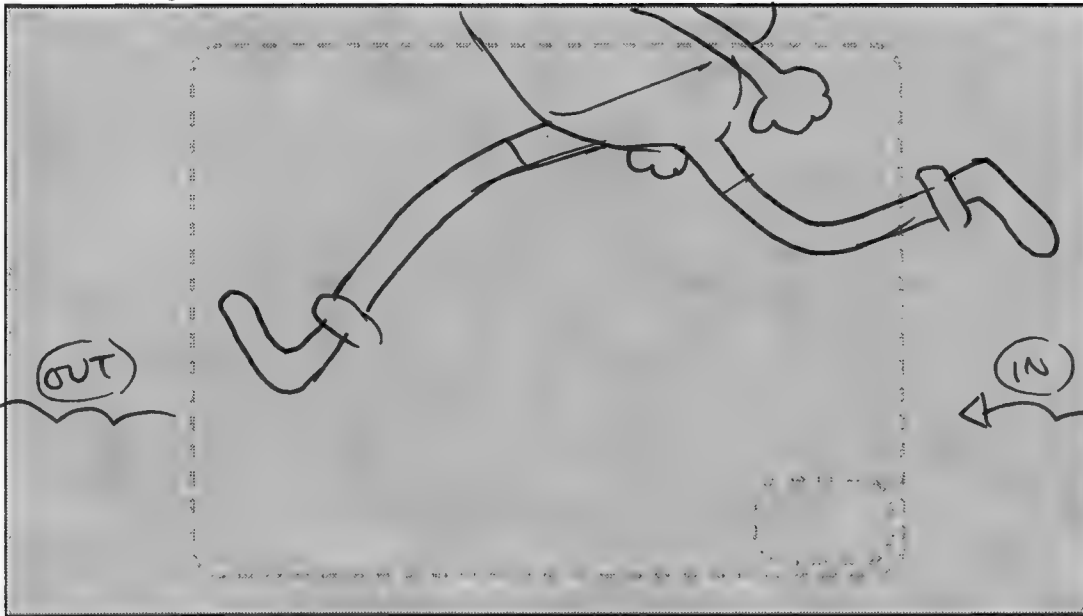
111
y night

Production :
EPISODE # 1034-227

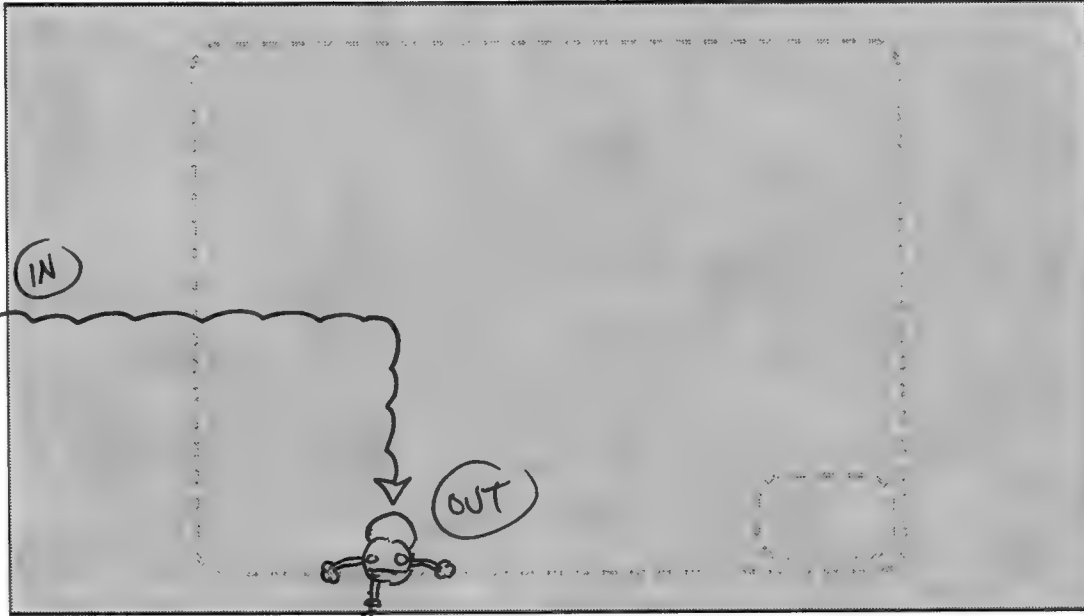
ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night



Sc. 86 Pnl. A Bg. day night



Dialog:	(F:) BABABABA	(F:) BABABABA
Action:		
Timing:		

1034-227

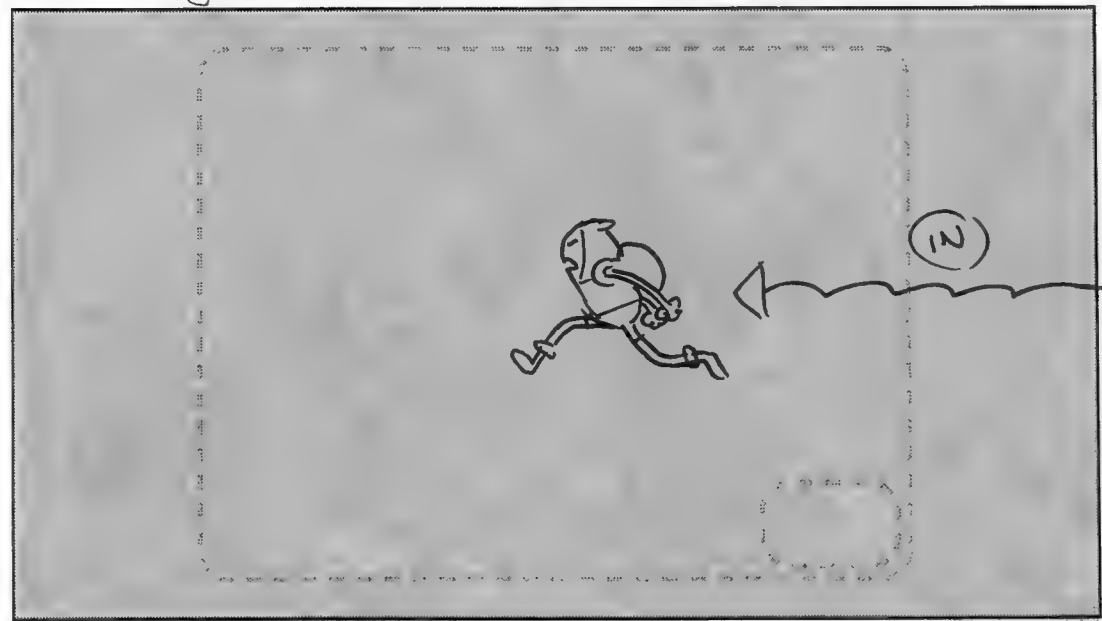
EPISODE #

Production :

ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



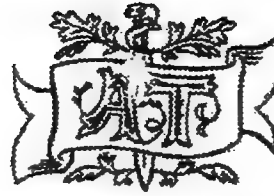
Dialog:	(F:) BABABARA	(F:) BABABARA
Action:		
Timing:		

EPISODE #

1034-227

Production :

ADVENTURE TIME



Page 119

Sc. 89 Pnl. A Bg. day night

Sc. 89 Pnl. B Bg. day night

1134-227

EPISODE #

<p>Dialog:</p> <p>(F:) Bo babo bo... bo...</p> <p>(tired, trailing off)</p>		<p>(F:) *Huff puff*</p> <p>* Huff puff *</p> <p>- Finn, out of breath, pauses to rest.</p>
<p>Action:</p>		
<p>Timing:</p>		

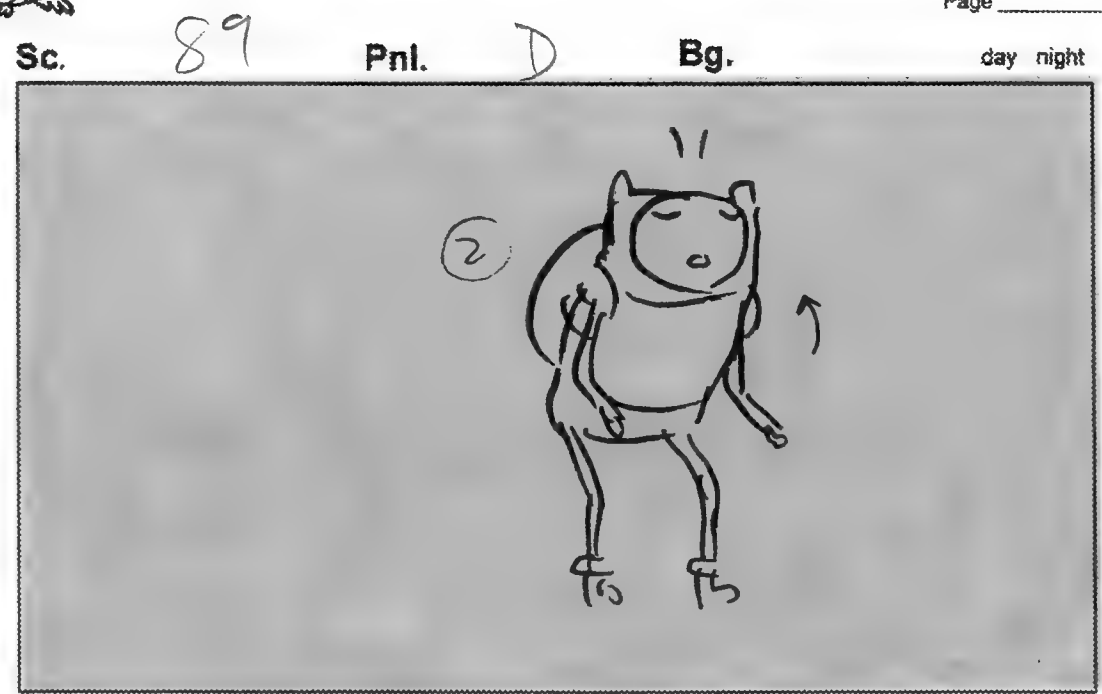
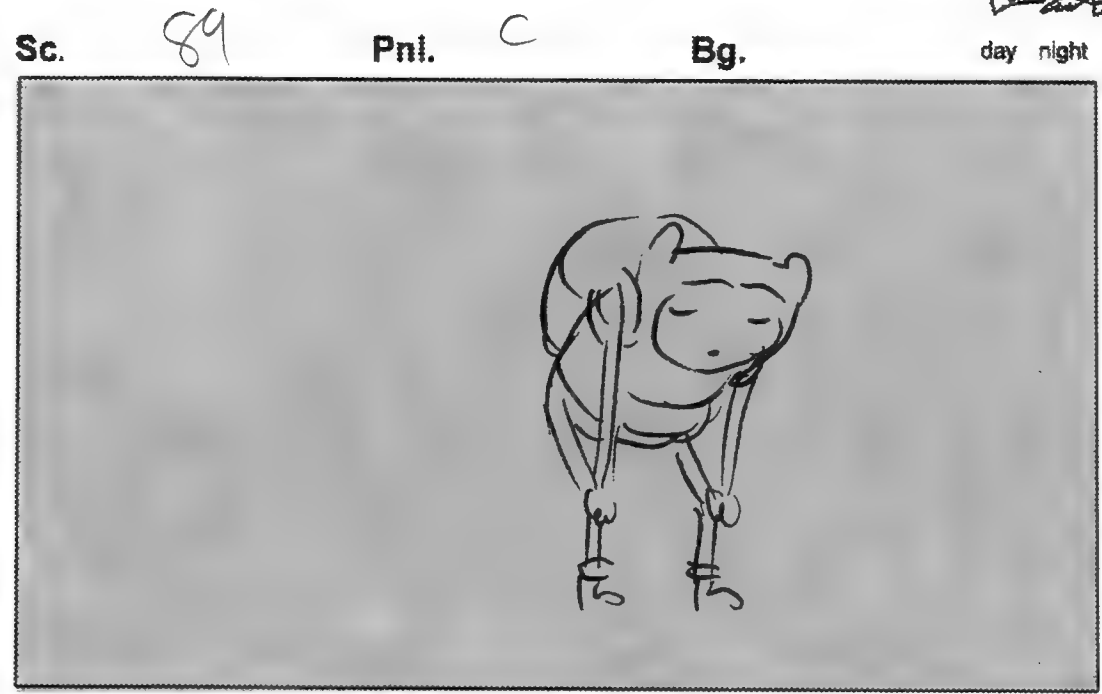
Production :

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ADVENTURE TIME



Page 115



Dialog:

(JAKE) (distant) Finn!

Action:

- Finn hears Jake calling from afar.

Timing:

(1) (J:) Finn!

- Finn hears Jake again.



EPISODE # 1034-227

Production :

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ADVENTURE TIME



Page ...

116

Sc.

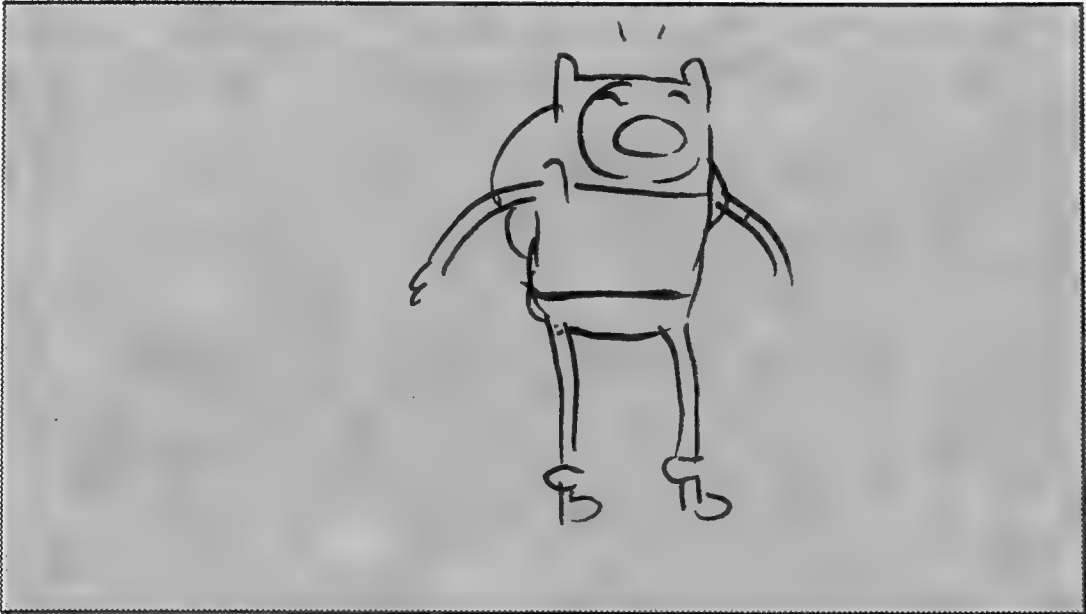
89

Pnl.

E

Bg.

day night



Sc.

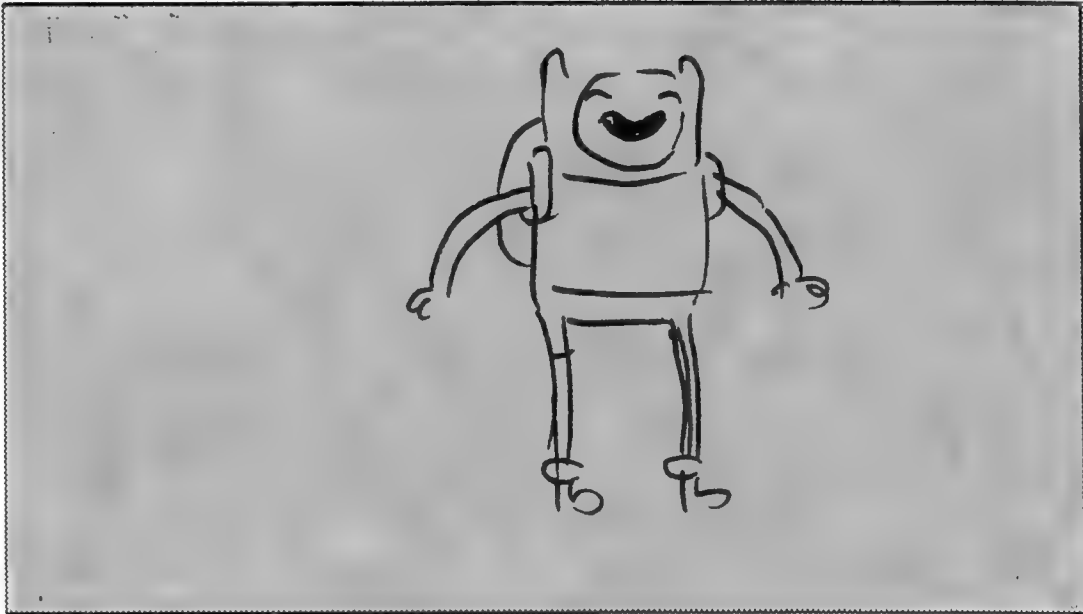
89

Pnl.

F

Bg.

day night



Dialog:

(F:) JAKE!

Action:

Timing:

(J) Finn?!

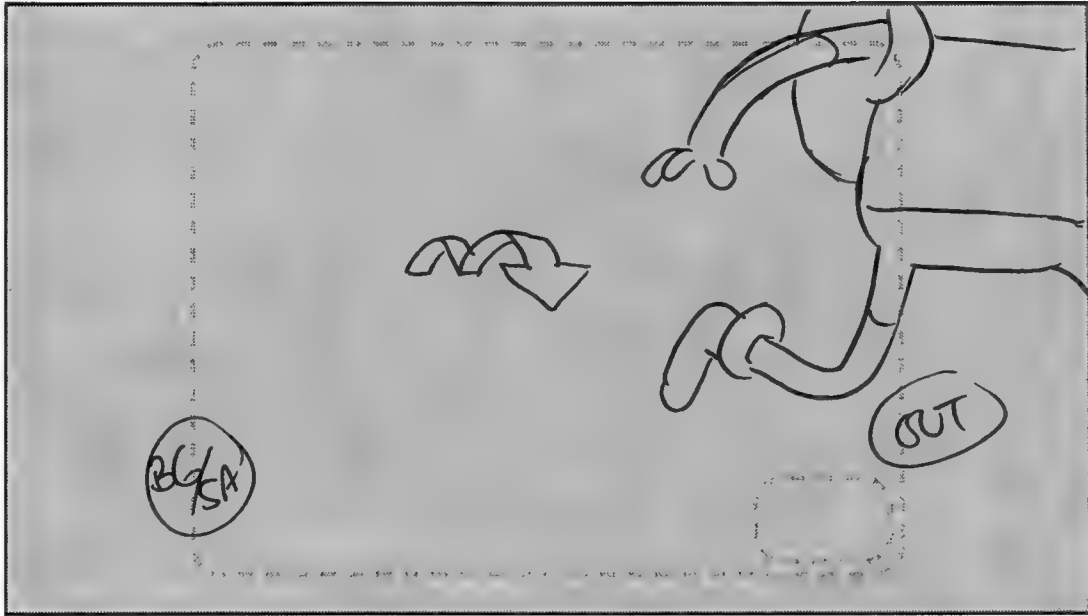
EPISODE # 1034-227

Production :

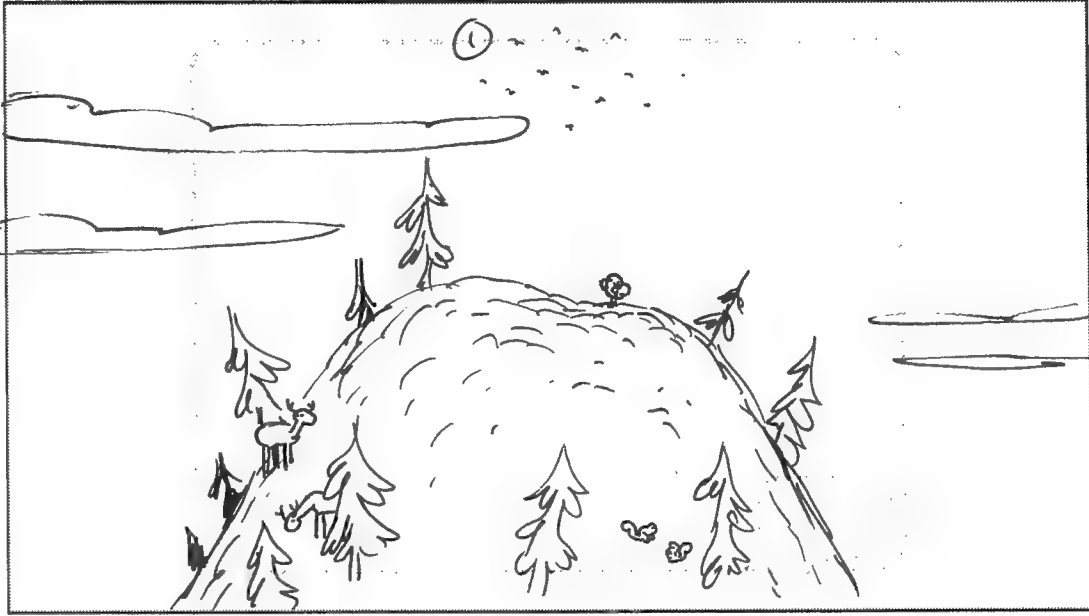
ADVENTURE TIME



Sc. 89 Pnl. G Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:	(F:) * hoho * JAKE I'M COMIN'!	(J:) (2) Finn?
Action:	- Jake looks around for Finn.	
Timing:		

1034-227

EPISODE #

Production :

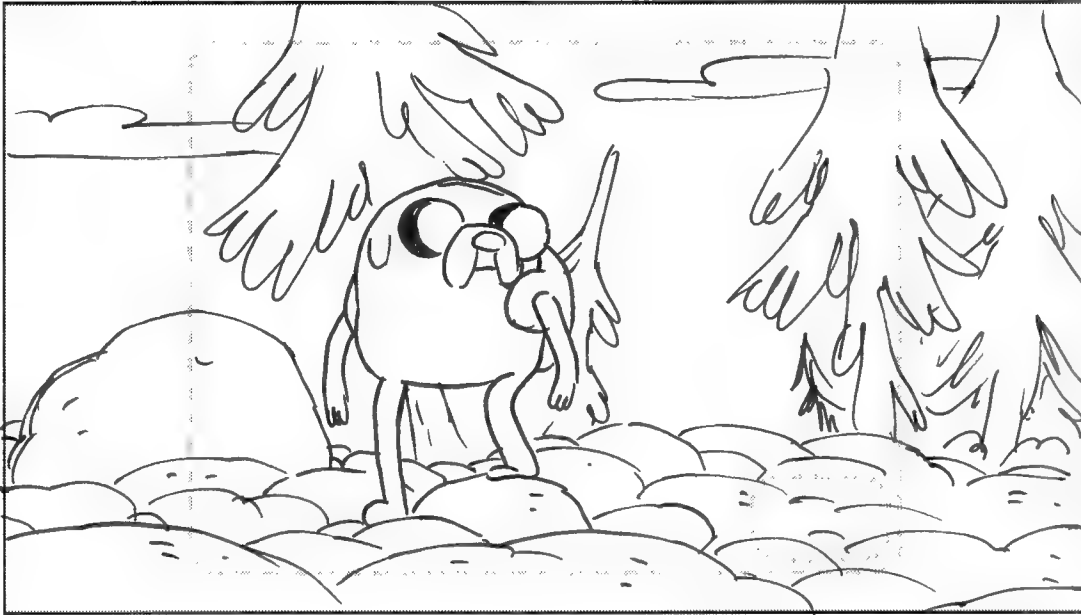
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ADVENTURE TIME

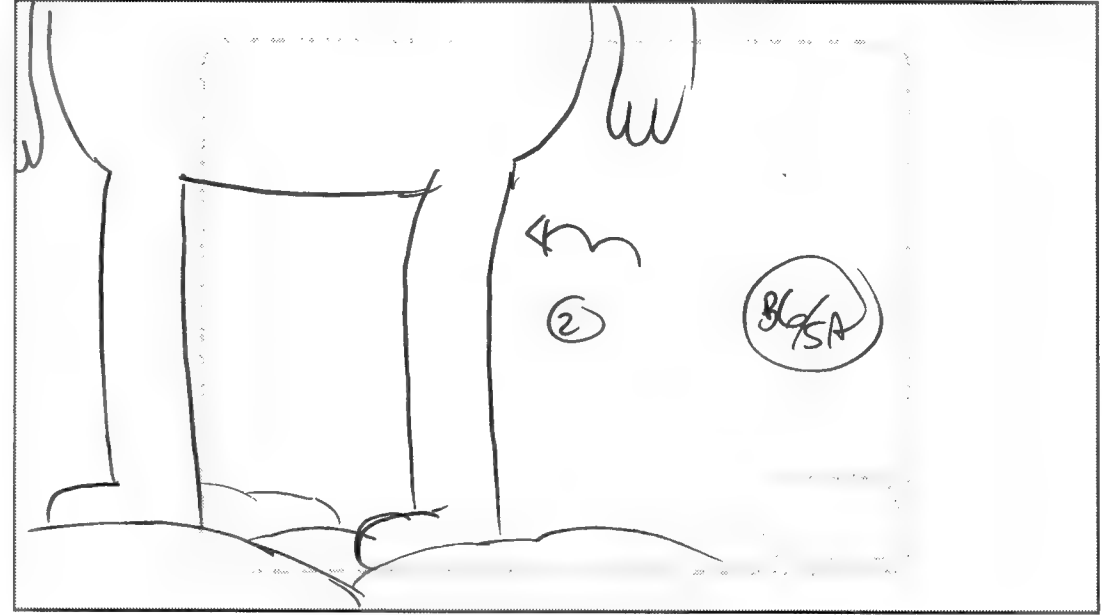


Page 18

Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



Dialog: JAKE (2) where are ya buddy?

Action:



Timing:

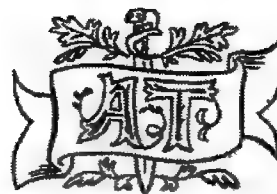
(J: (2) Finn?



EPISODE # 1134-227

Production :

ADVENTURE TIME

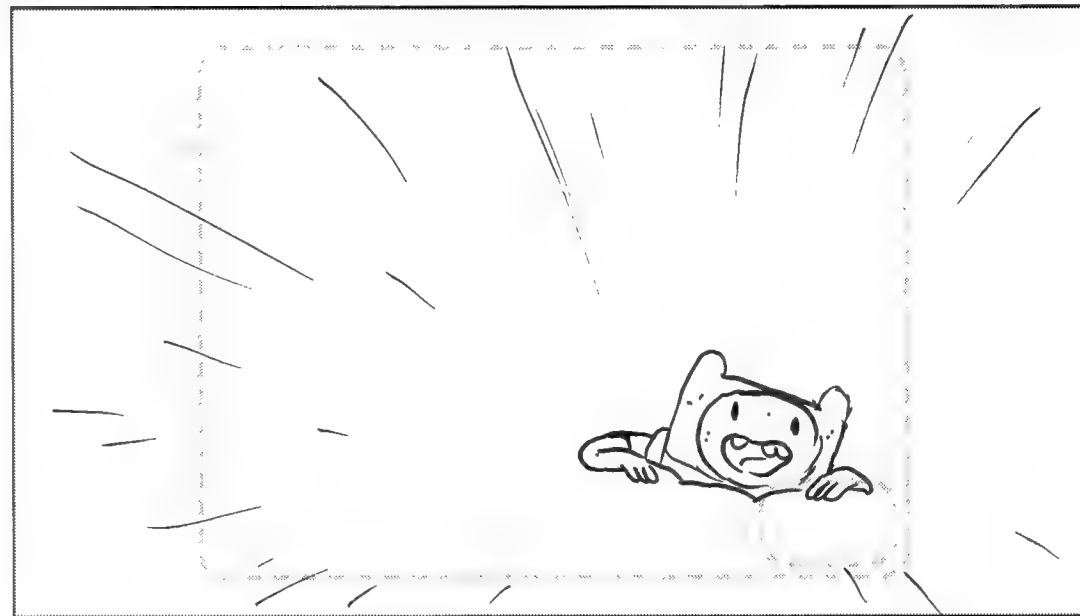


Page 119

Sc. 91 Pnl. C Bg. day night



Sc. 91 Pnl. D Bg. day night



Dialog:
① (SFX): rocks shifting
② (Finn): *cough cough*

(F:) JAKE!

Action:
① rocks shift - Finn emerges from under a rock pile

- opening his eyes, Finn is returned to the vault door in a flash.

Timing:

EPISODE # 1034-227

Production :

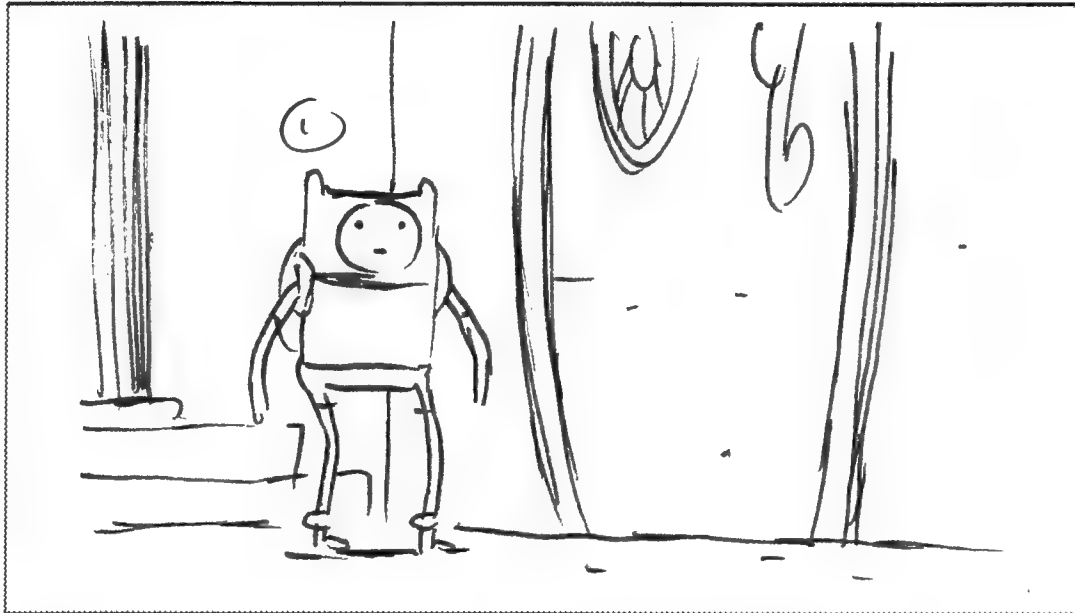
ADVENTURE TIME



Page _____

120

Sc. 92 Pnl. A Bg. day night



Sc. 93 Pnl. A Bg. day night



Diak			<p>(F:) ① *wet teeth sucking noise* ↓ INTO ② *TSK* _____</p>
Actic			
Timir			

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EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc.

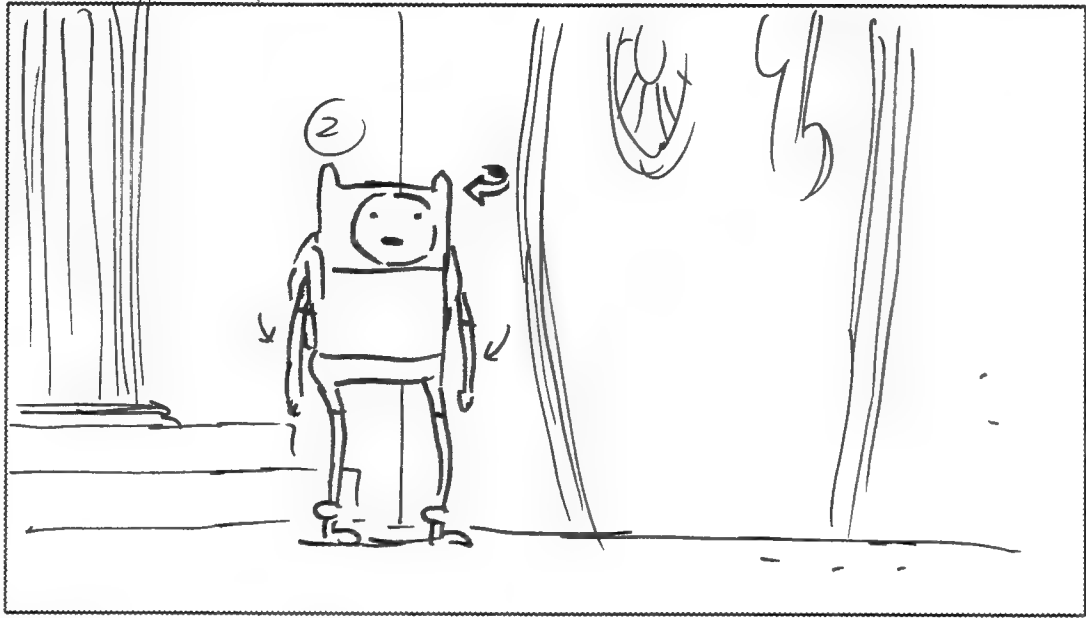
94

Pnl.

A

Bg.

day night



Sc.

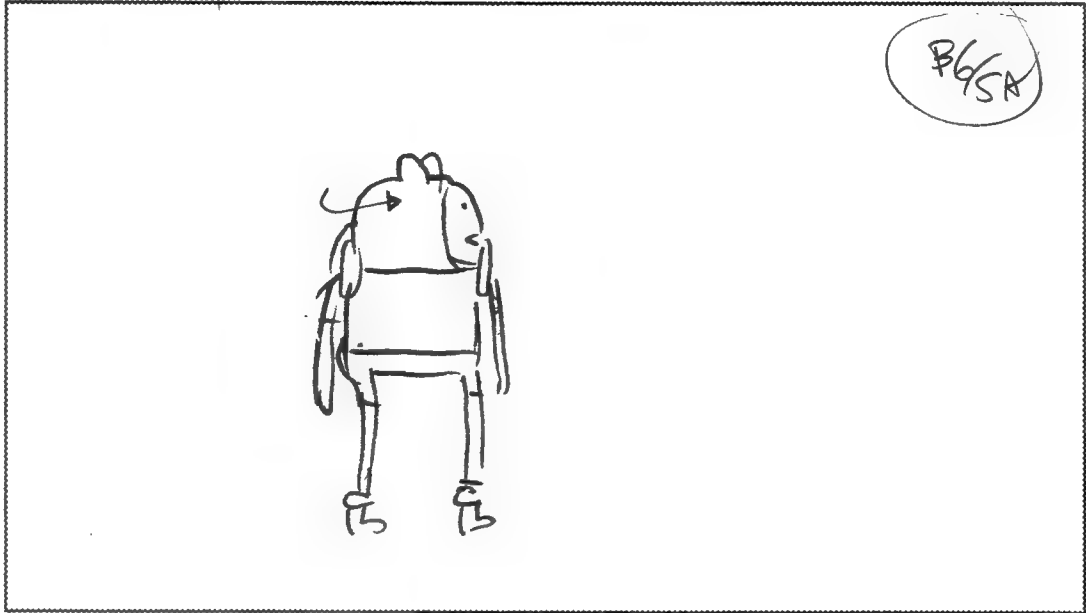
94

Pnl.

B

Bg.

day night



Dialog:

(F:) ² That's a little disappointing.

Action:

Timing:

(F:) Still though, I'm in the home stretch here.



EPISODE # 1034-227

Production :

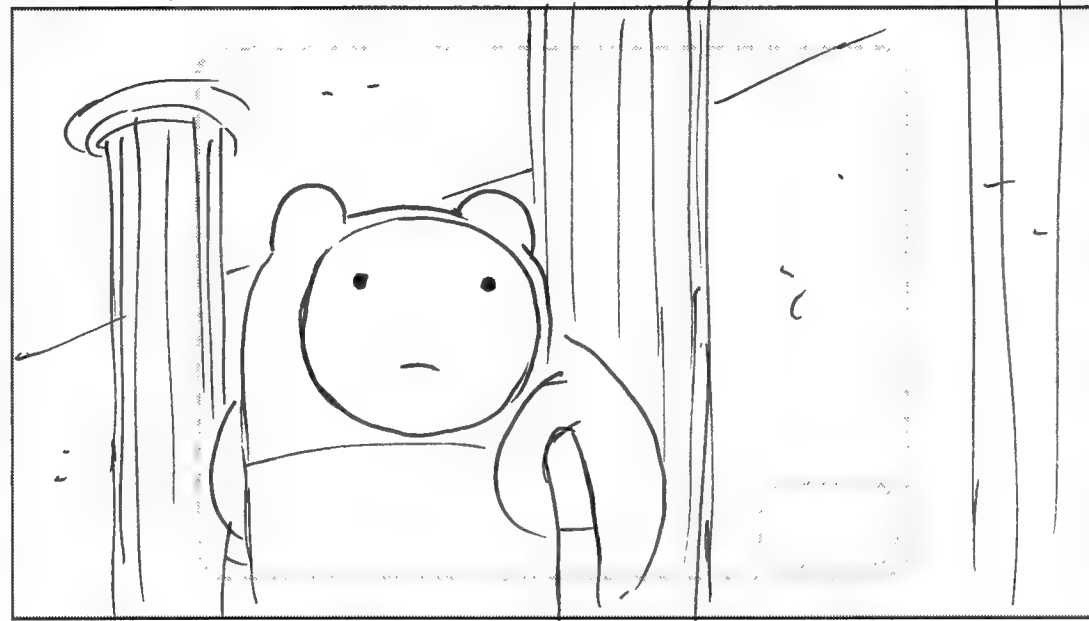
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ADVENTURE TIME

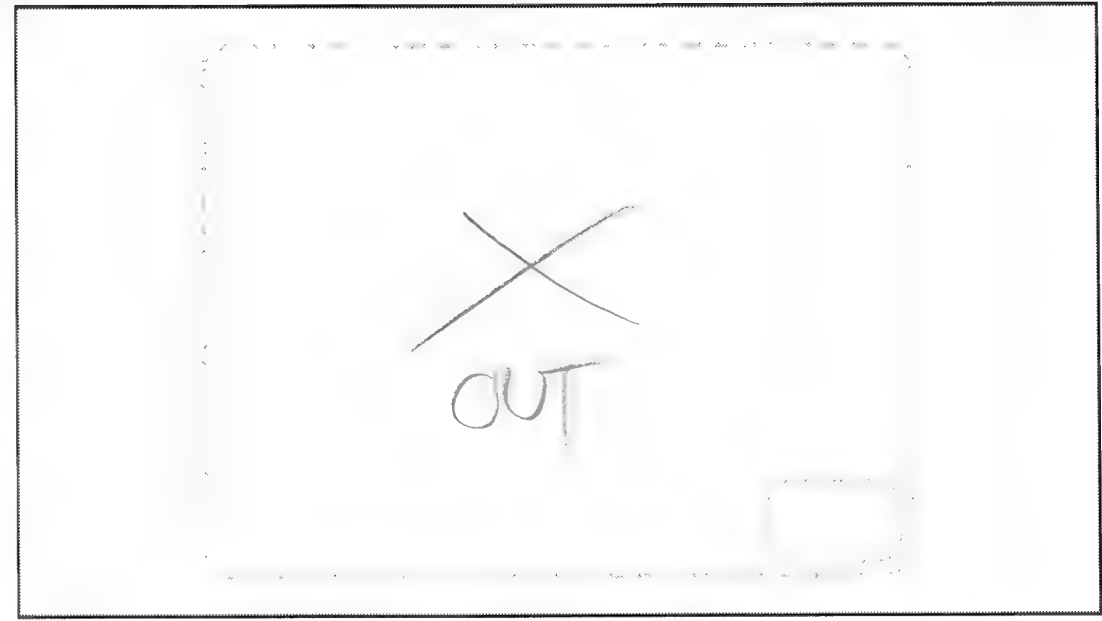


Page 103

Sc. 95 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

1034-227

EPISODE #

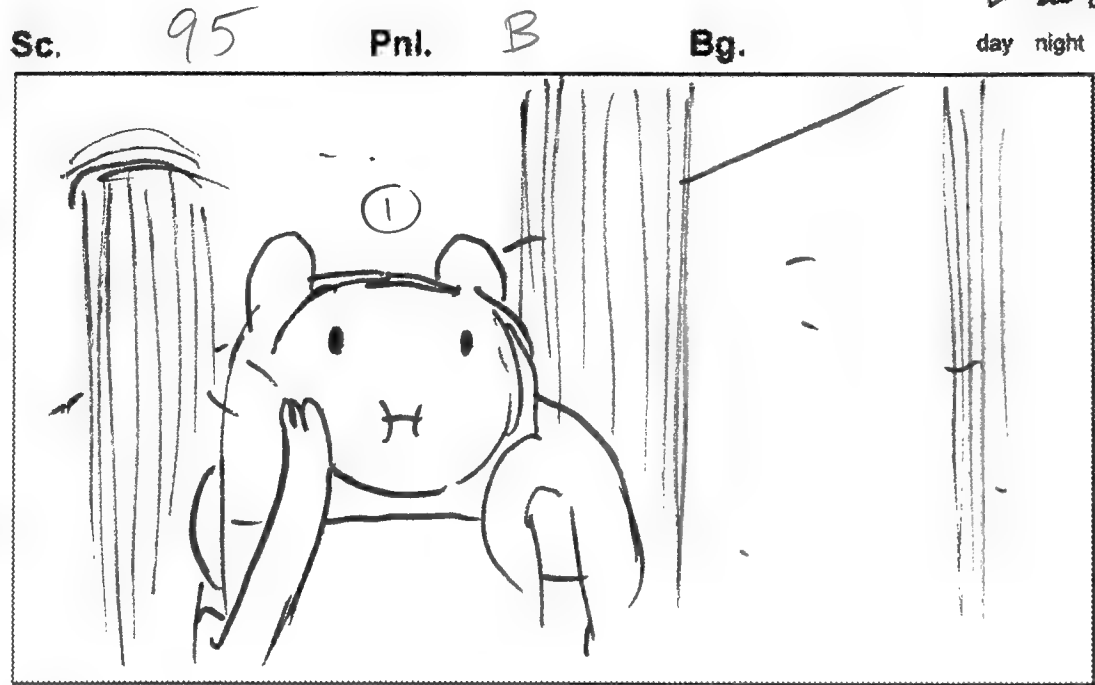
Production :

ADVENTURE TIME



123

Page _____



Dial	(SFX :) ≡ SMACK ≡ SMACK ≡	(F:) ≡ BRRBPP ≡
Acti	(2)	
Time		

- Finn slaps his cheeks and shakes his head to psych himself up.

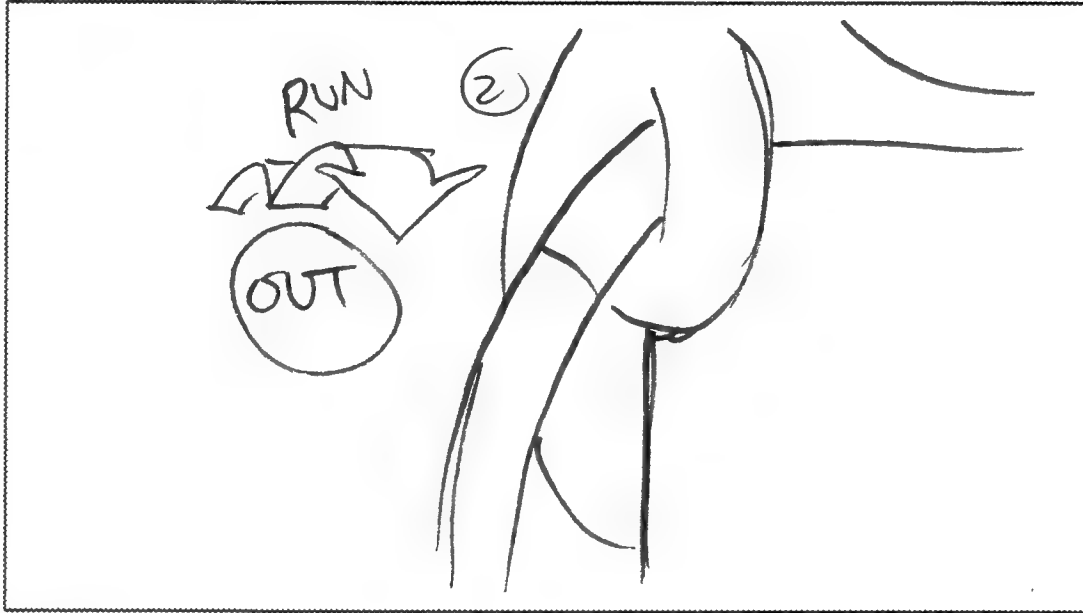
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EPISODE # 1034-227

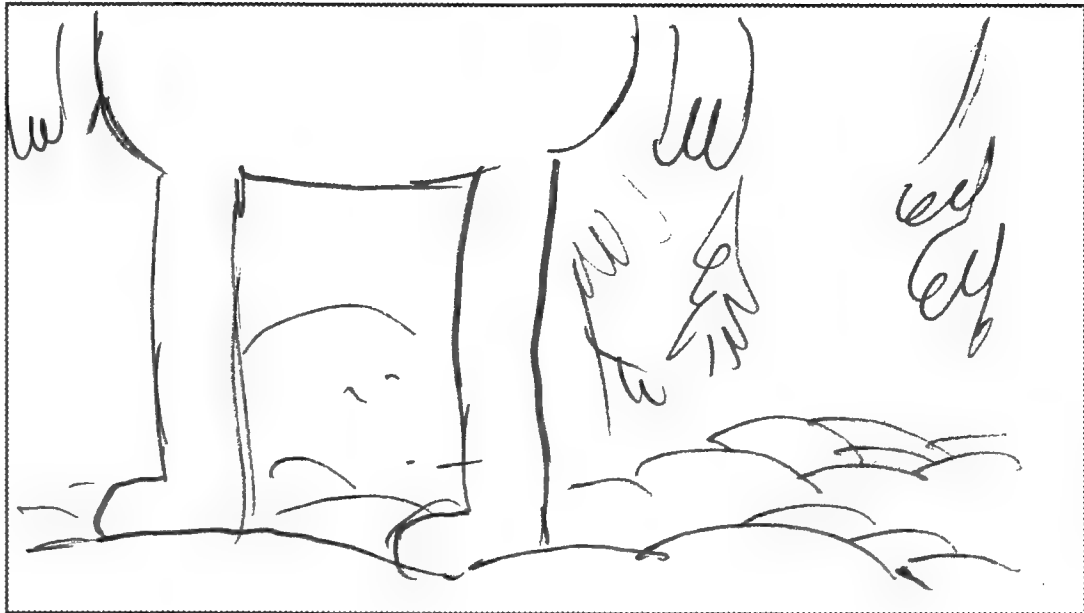
ADVENTURE TIME



Sc. 95 Pnl. D Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:	
F: brababibaa!	
Actic	
Timin	

- Finn runs offscreen with eyes closed.

1034-227

EPISODE #

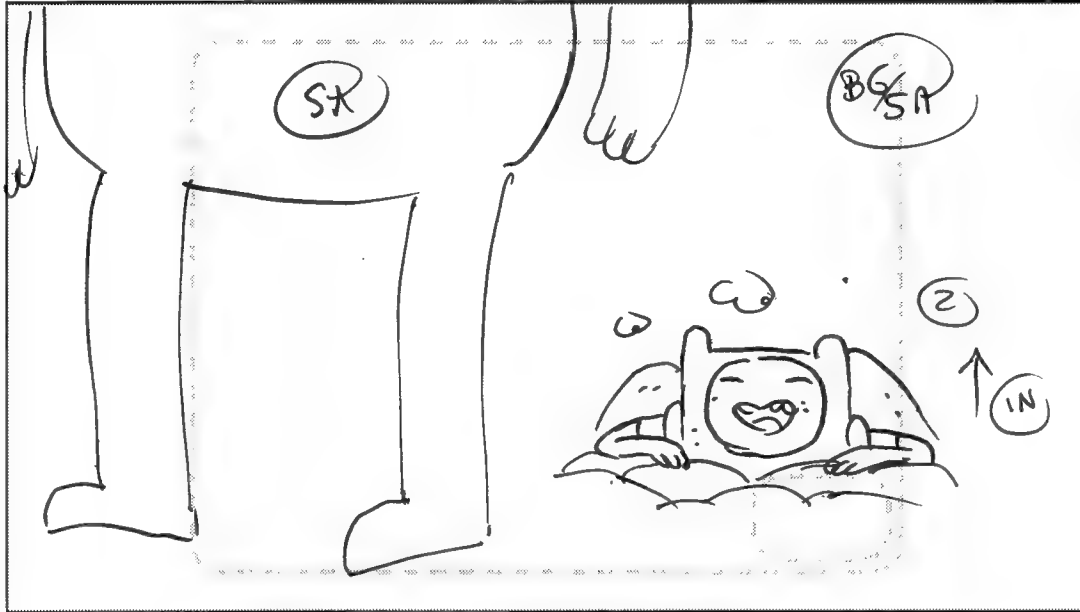
Production :

ADVENTURE TIME

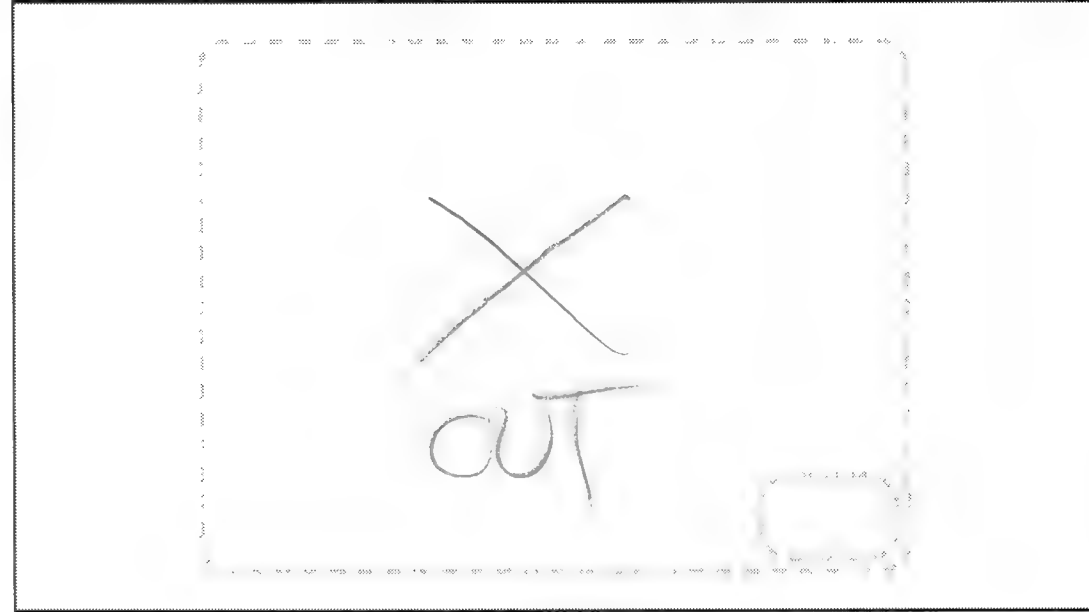


Page 125

Sc. 96 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

FINN: * coughcough* TAKE!

Action:

① rocks shift

- Finn emerges from ROCK PILE.

Timing:

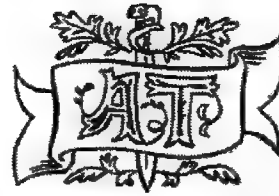


1034-227

EPISODE #

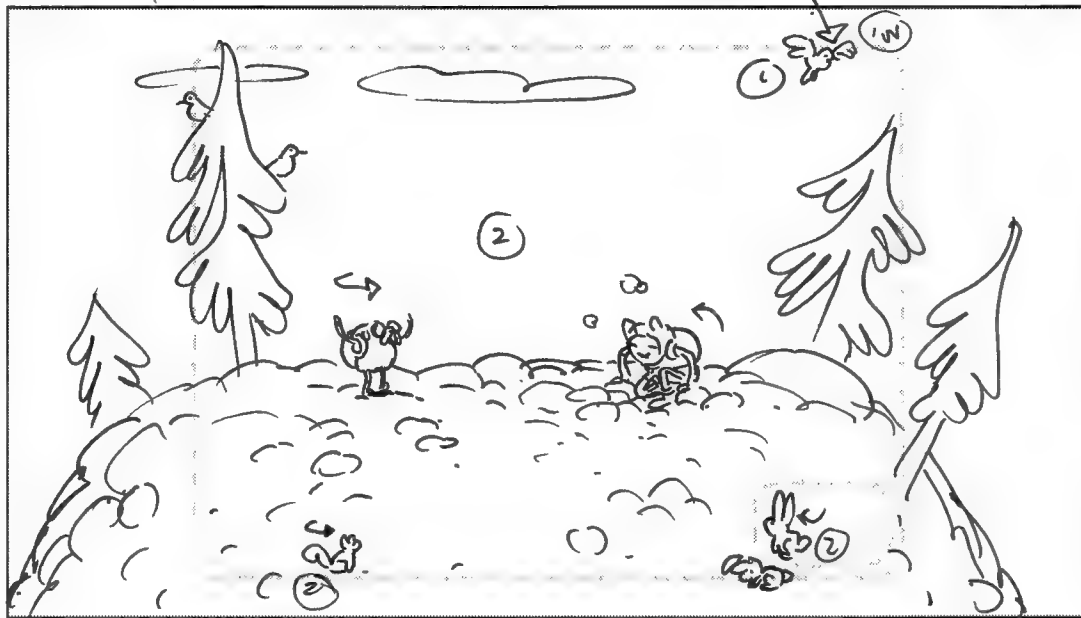
Production :

ADVENTURE TIME

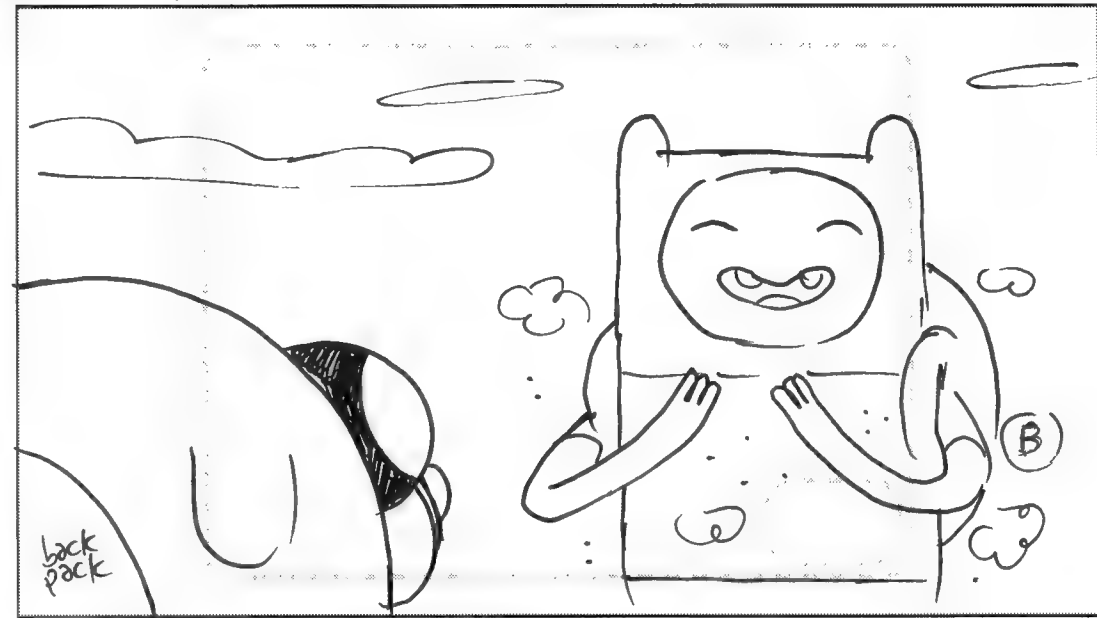


Page 126

Sc. 97 Pnl. A Bg. day night



Sc. 98 Pnl. A Bg. day night



Dialog: (J:) Finn! Hey, there you are.

(F:) Yeahh.. sorry to pop up then disappear again like that, heh heh.

Action: - Finn crawls out from Rock pile.

- Finn dusts himself off.

Timing:



EPISODE # 1034-227

Production :

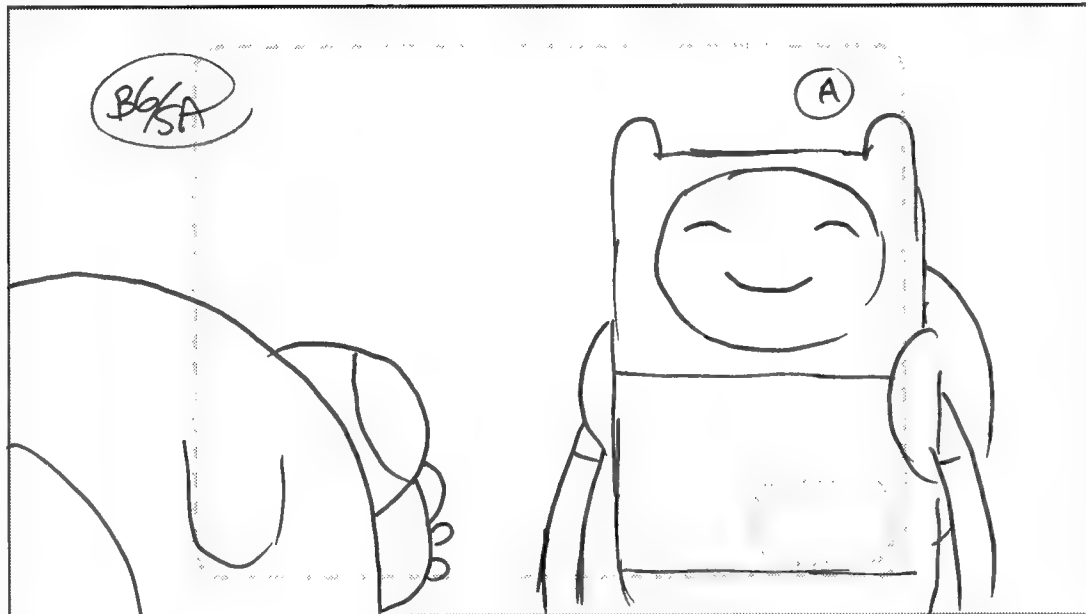
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ADVENTURE TIME

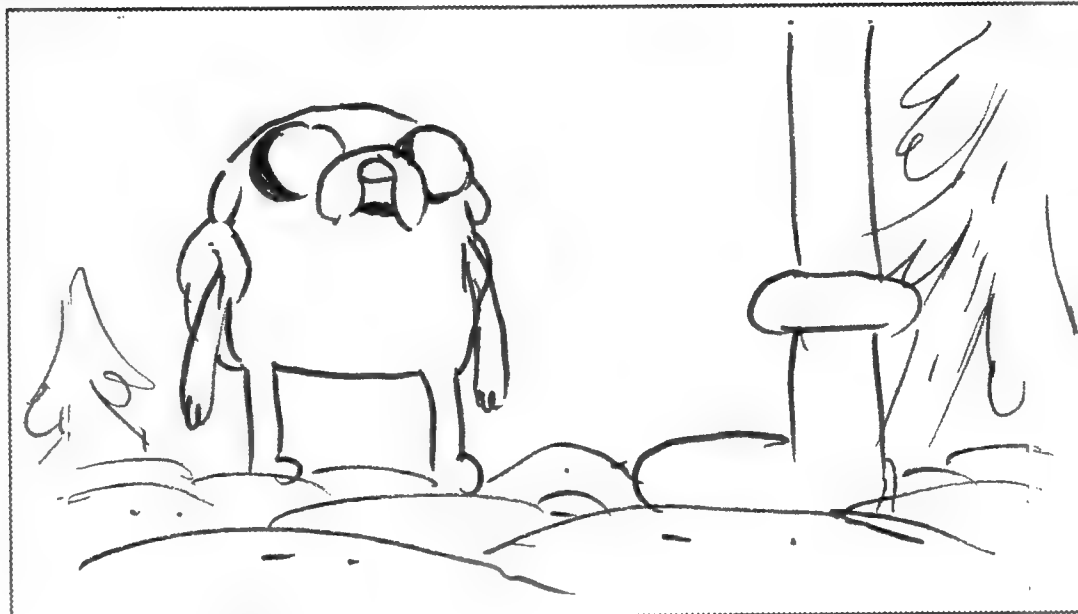


Page 127

Sc. 98 Pnl. B Bg. day night



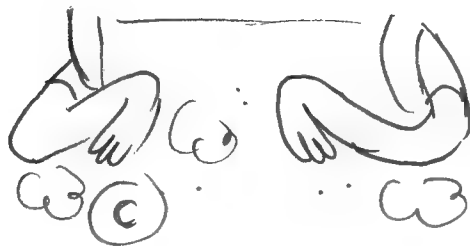
Sc. 99 Pnl. A Bg. day night



Dialog: JAKE: Again? → J: whuddo you mean? You just got here, son.

Action: F/M/N A B C B C B C A

Timing:



EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 128

Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog:

(F:) I did?

Action:

Timing:

(F:) shoot man-
this cave has got
me straight
scrambled up & down.

- Finn furrows
his brow
in concentration.

1034-227

EPISODE #

Production :

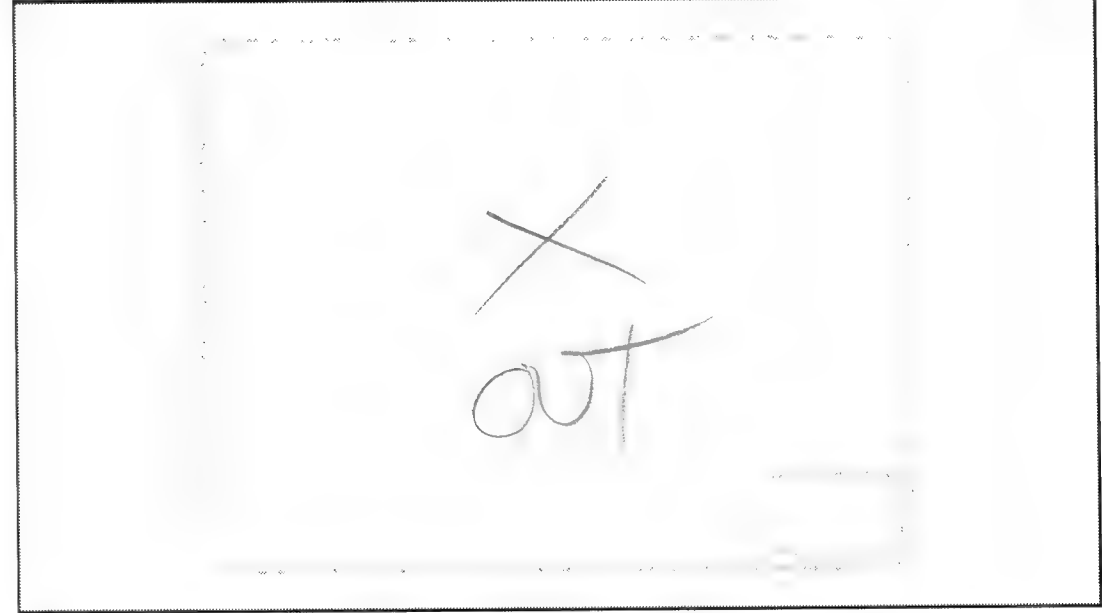
ADVENTURE TIME



Sc. 100 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: JAKE OS cave?

Action:

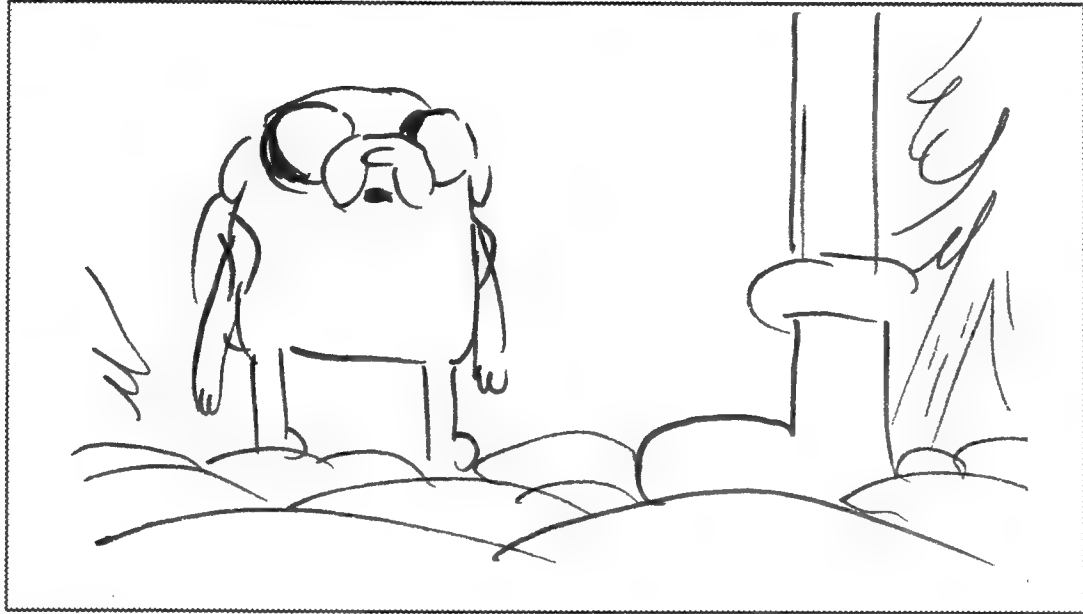
Timing:

EPISODE # 1034-227
Production :

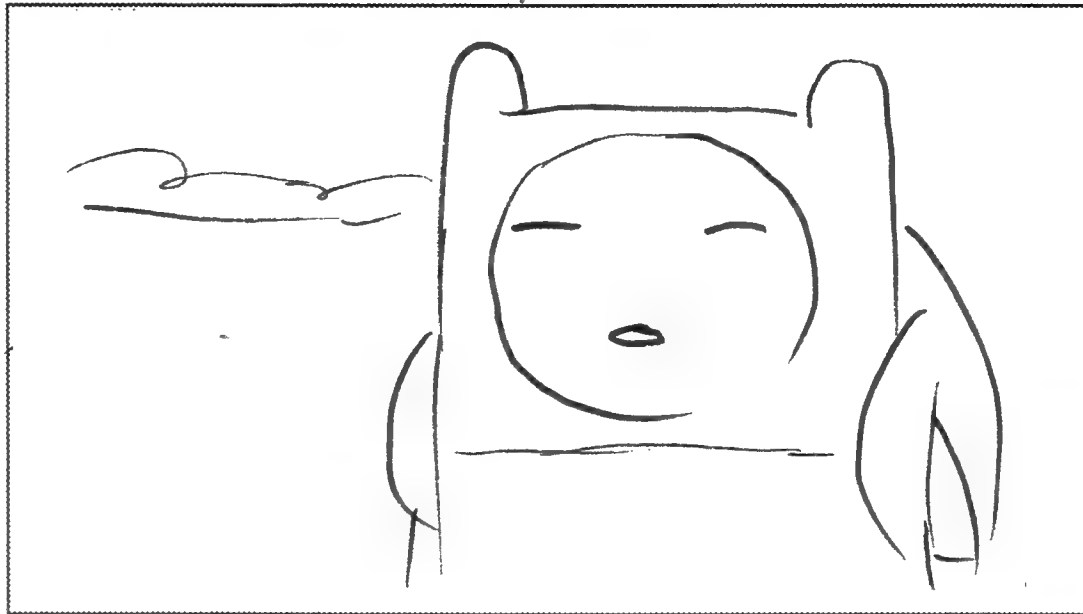
ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:	(J:) what cave?	(F) what? You..
Action:		
Timing:		

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EPISODE # 1034-227

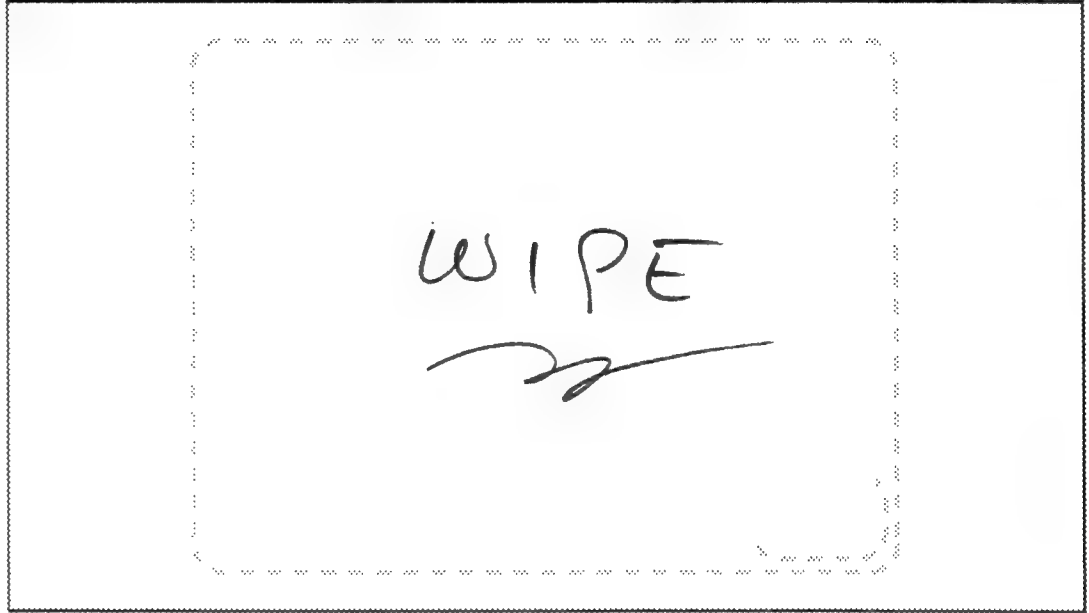
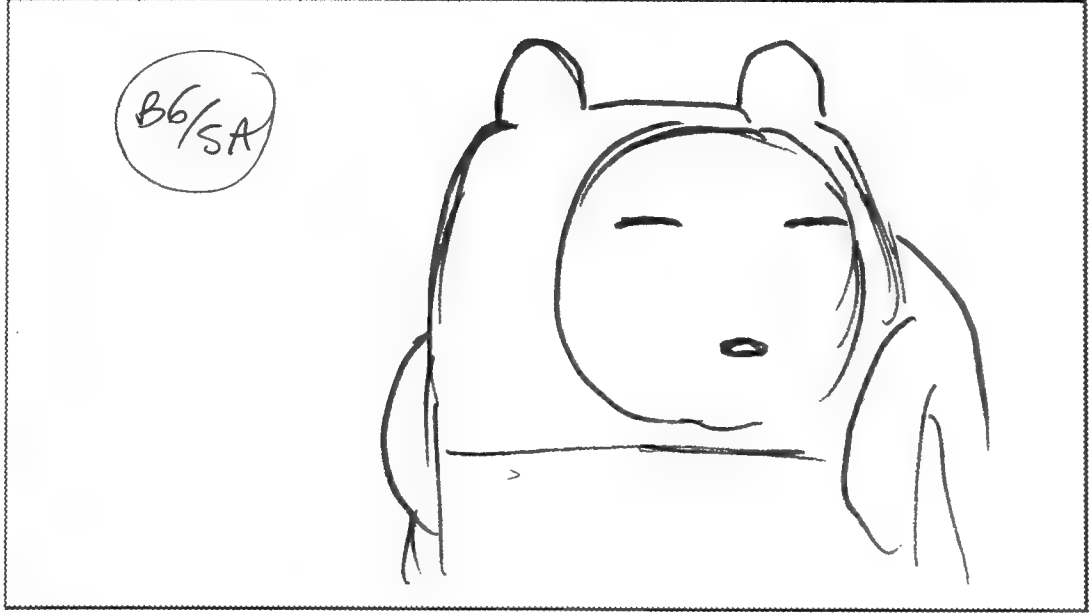
Production :

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ADVENTURE TIME



Sc. 102 Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog:	(F:) oh... uh oh...
Action:	
Timing:	

1034-227
EPISODE #
Production :

ADVENTURE TIME

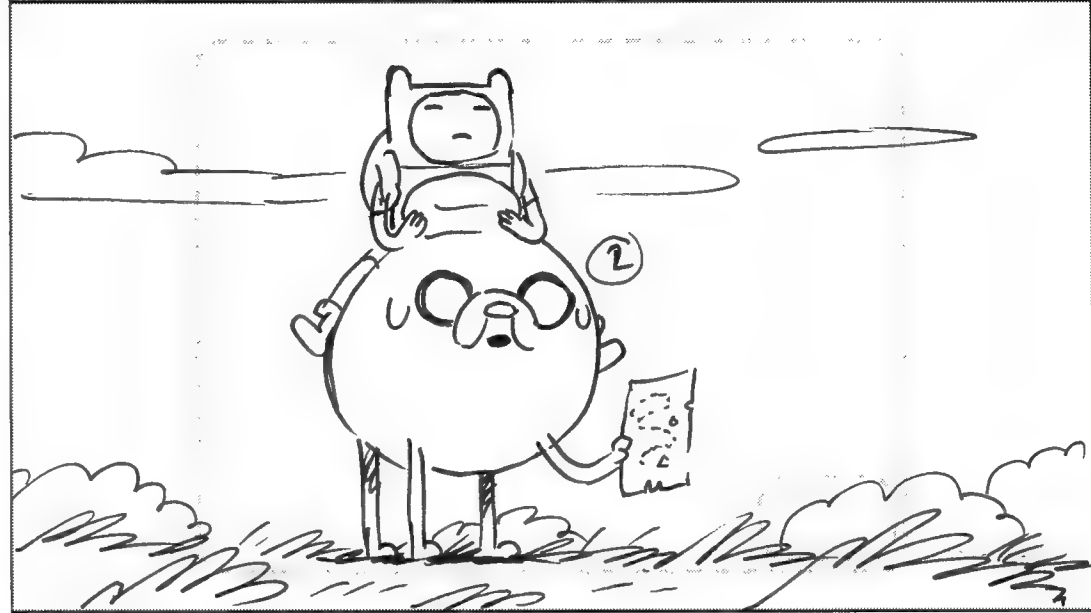


Page 132

Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

(F:) well?

(J:) well, I followed your map
(2) But there's just a buncha
grass here.

Action:

Timing:



1034-227

EPISODE #

Production :

ADVENTURE TIME



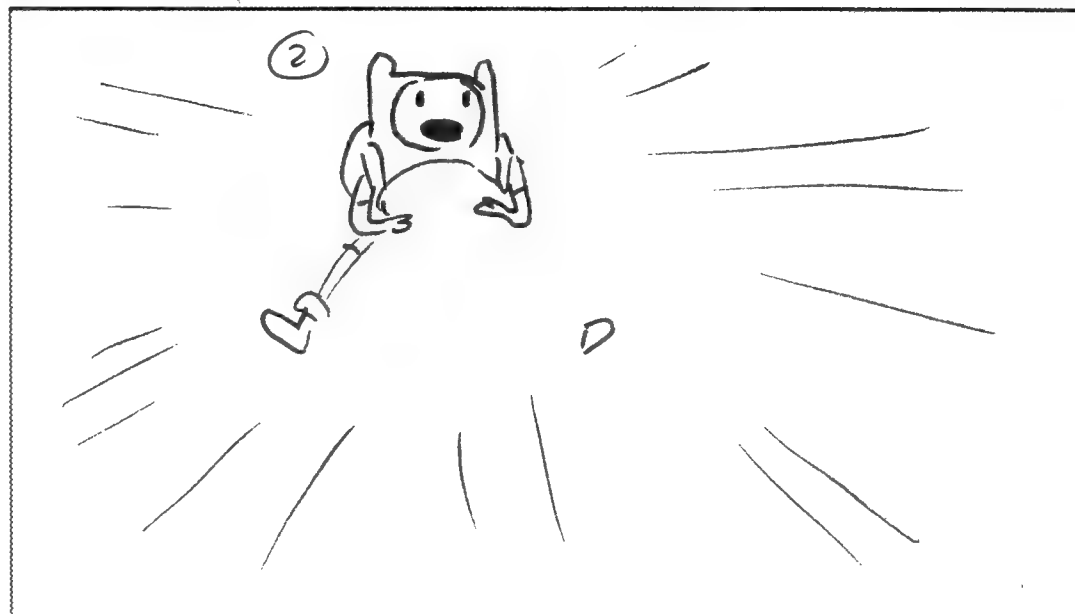
13

Page _____

Sc. 104 Pnl. B Bg. day night



Sc. 104 Pnl. C Bg. day night



Dialog:

(F:) ^① WHAAT!?

^② Lemme see!

Action:

- Finn is returned to the vault in a flash.

Timing:

1034-227

EPISODE #


Production :

ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night

Sc. 105 Pnl. B Bg. day night

Dialog:	
Action:	
Timing:	<p>(F:) dangit!</p>

EPISODE # 1034-227

Production :

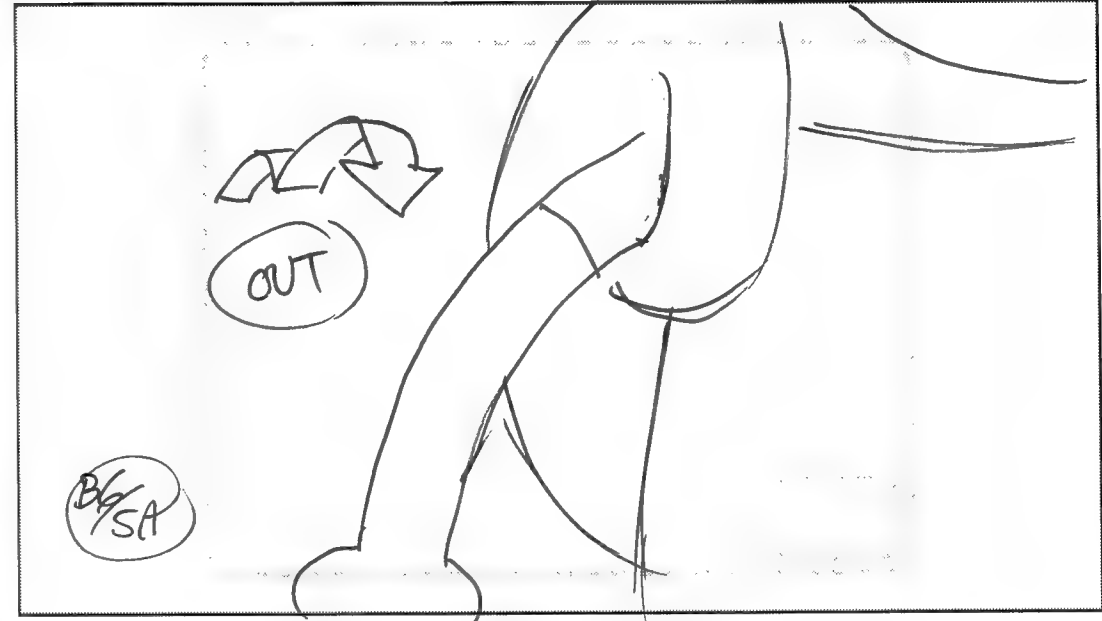
ADVENTURE TIME



Sc. 105 Pnl. C Bg. day night



Sc. 105 Pnl. D Bg. day night



Dialog:	
Action: * eyes stay closed * ☹	
Timing:	

EPISODE # 1034-227
Production :

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ADVENTURE TIME



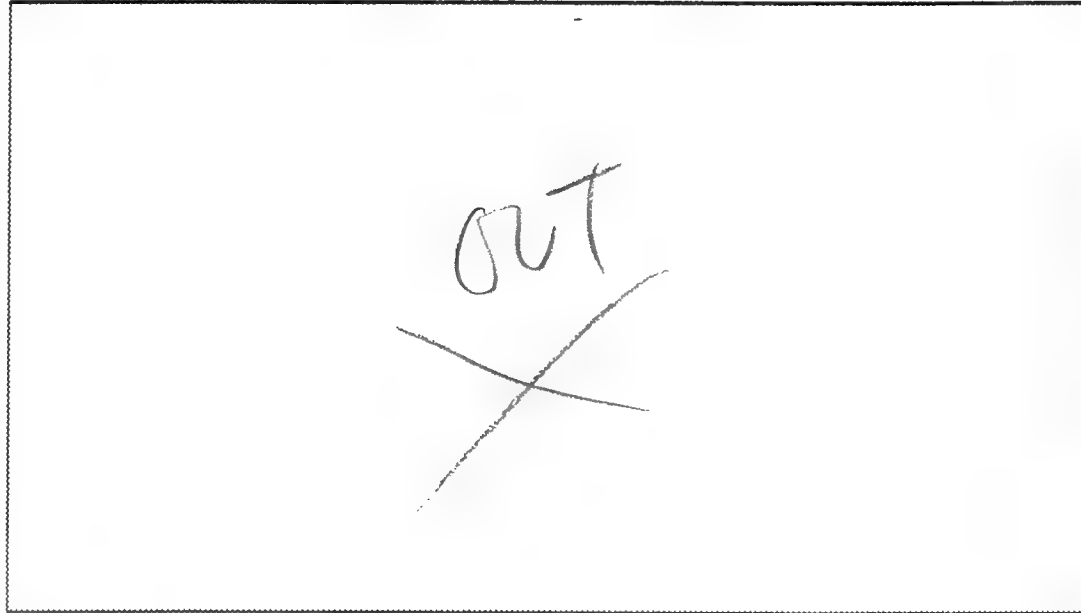
Page _____

Sc.

Pnl.

Bg.

day night



Sc.

106

Pnl.

A

Bg.

day night



Dialog:

Action:

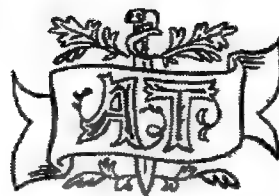
(F:) (VO)

so yeah,
everything I
did to →

1034-227

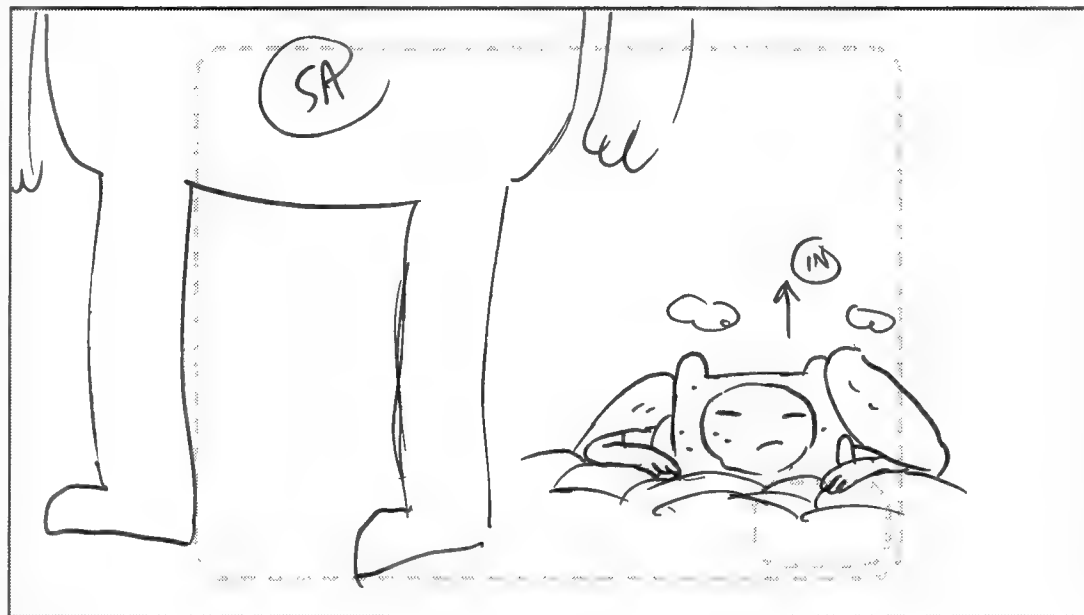
EPISODE #

ADVENTURE TIME



Page 137

Sc. 107 Pnl. A Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog:	(F)(VO) → try to make sense of the maze, or to play it safe, →
Action:	
Timing:	



1034-227

EPISODE #

Production :

ADVENTURE TIME



Page _____

133

Sc.

109

Pnl.

A

Bg.

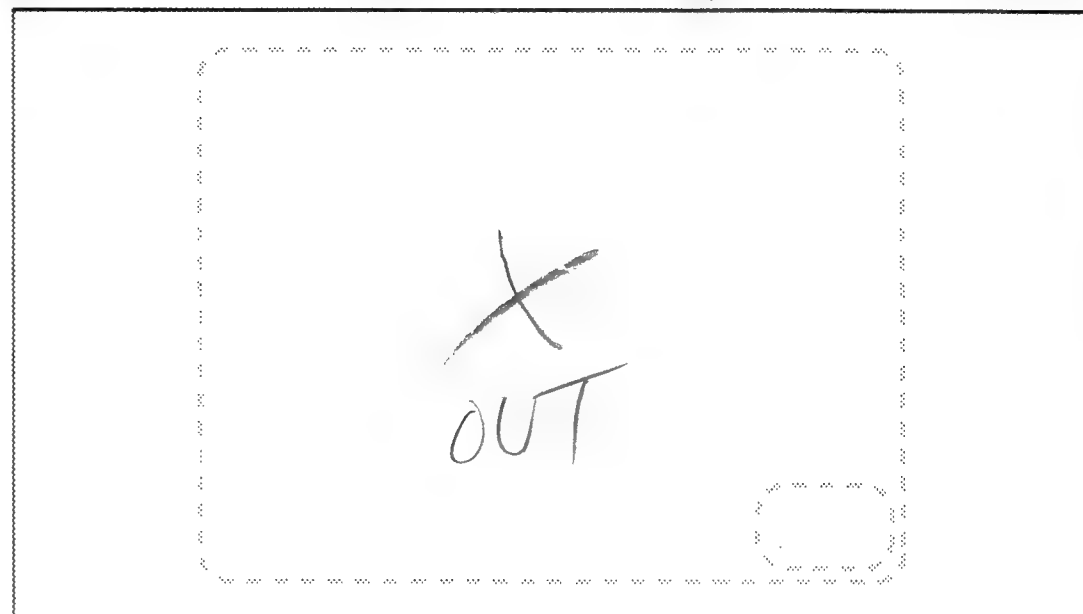
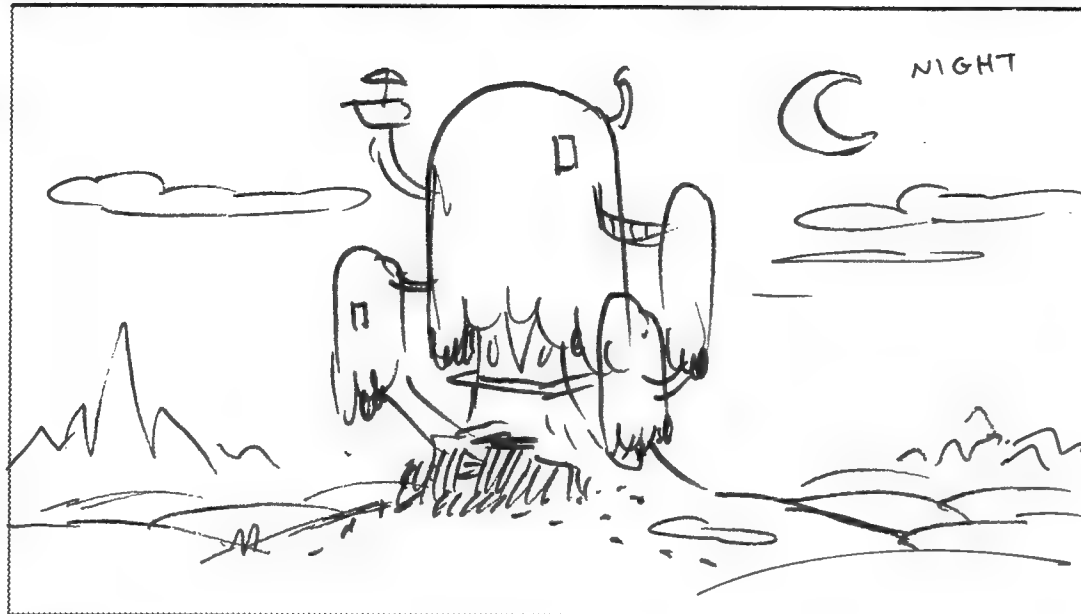
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:VO) →

Action:

- totally backfired.

Timing:

1034-227

EPISODE #

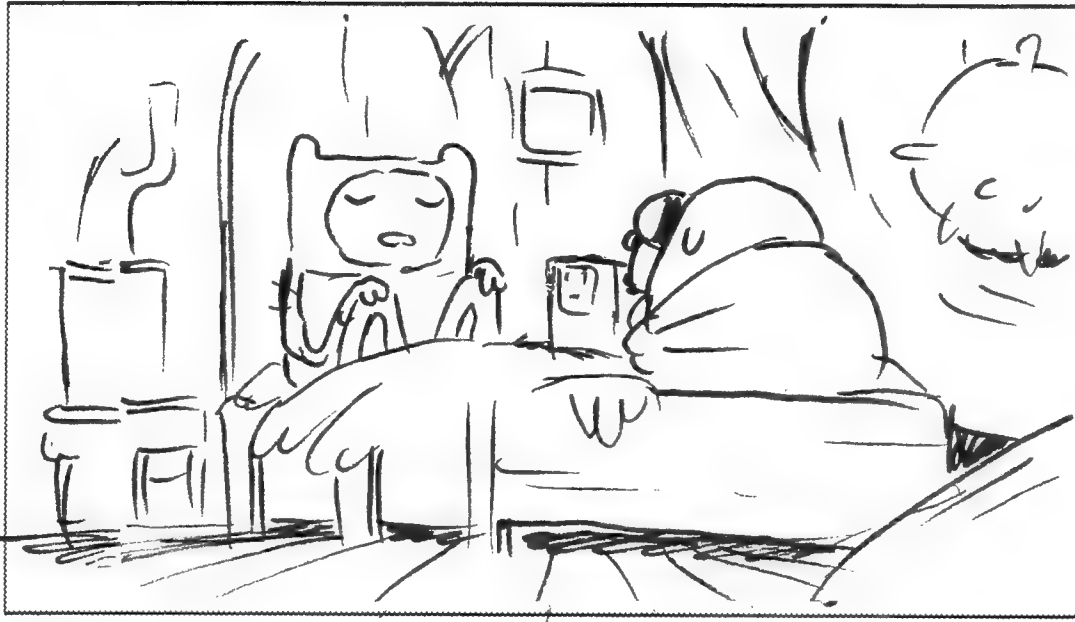
Production :

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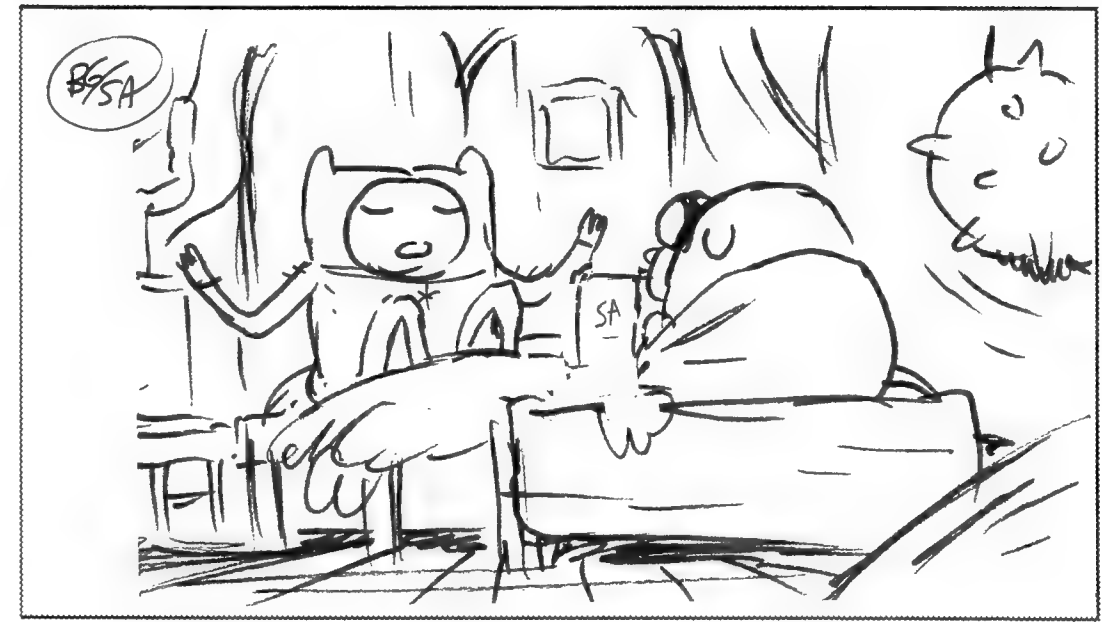
ADVENTURE TIME



Sc. 110 Pnl. A Bg. day night



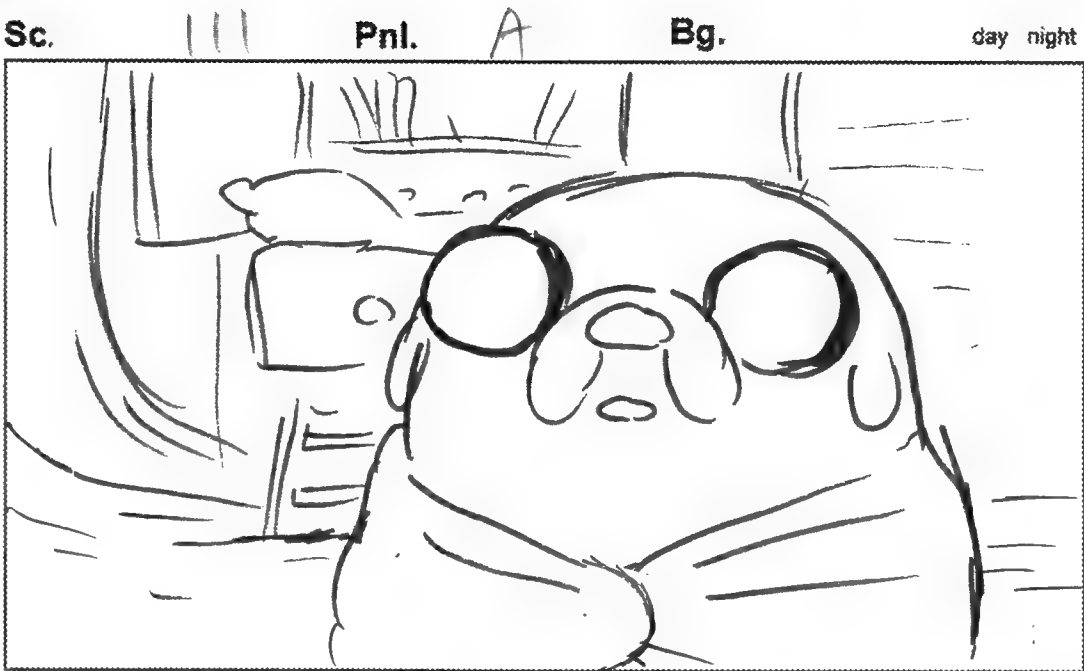
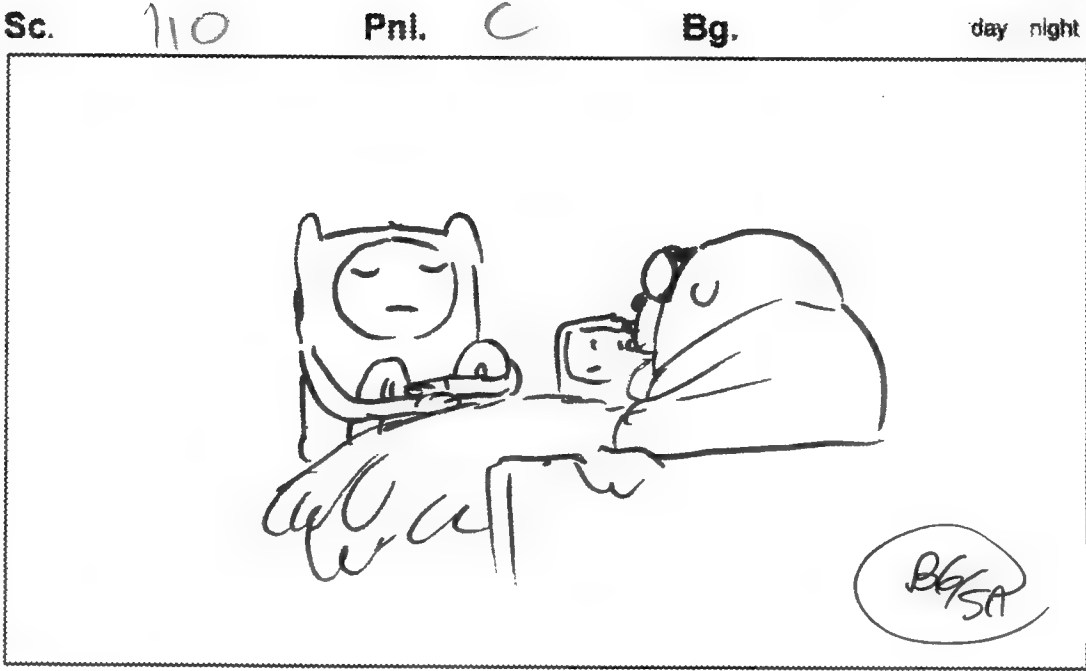
Sc. 110 Pnl. B Bg. day night



Dialog:	(F) → but when I got fed up, and started just charging in willy-nilly	(F) → I was able to get to the end and find you.
Action:		
Timing:		

EPISODE # 1034-227
Production :

ADVENTURE TIME



Dialog:	(J:) And then the whole thing disappeared...	(J:) But I wonder how come I don't remember any of it.
Action:		
Timing:		

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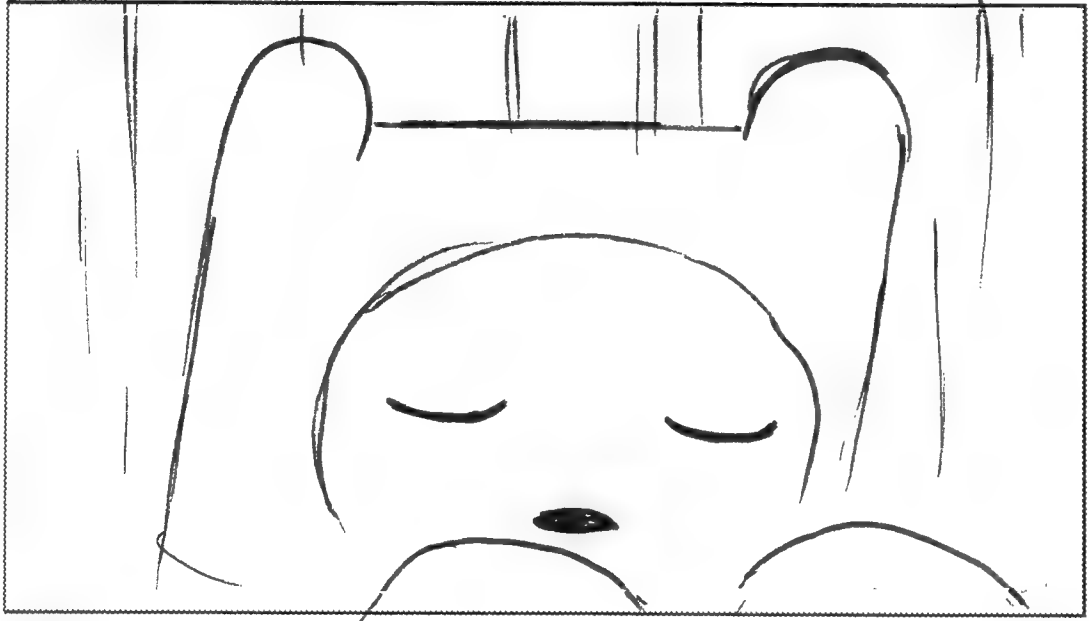
EPISODE # 1034-227
Production :

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ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



Dialog:	(F:) I don't know...	(F) → I'm just hoping,
Action:		
Timing:		

1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 142

Sc.

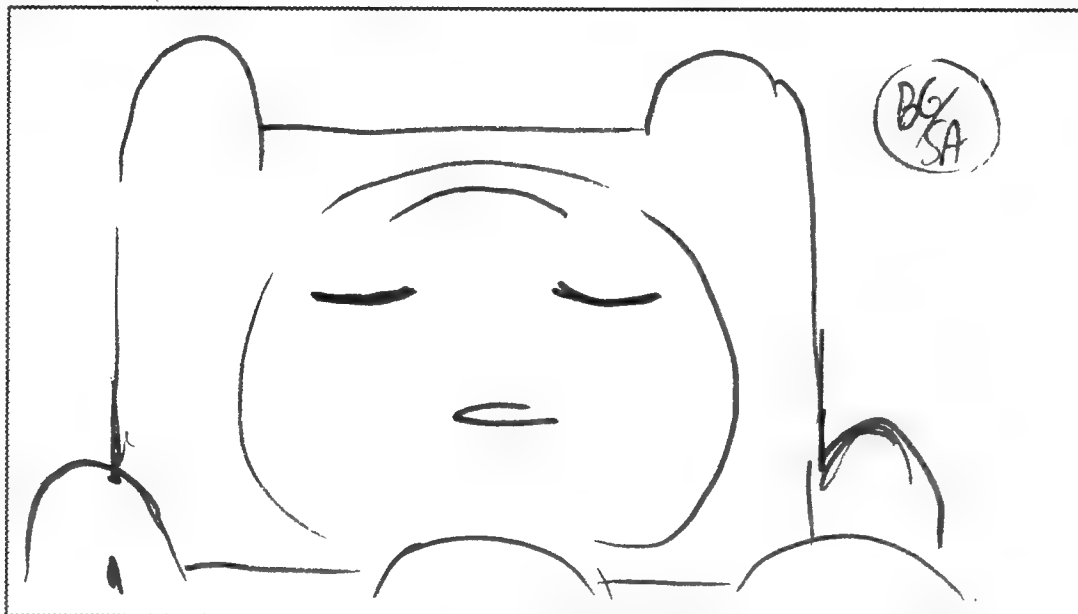
112

Pnl.

C

Bg.

day night



Sc.

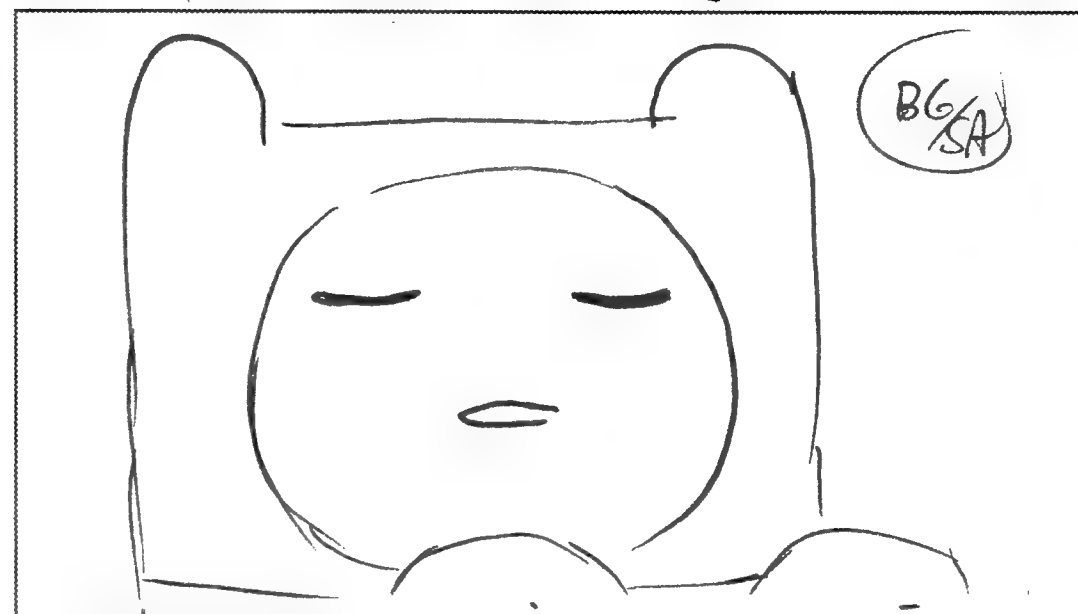
112

Pnl.

D

Bg.

day night



Dialog:

(F:) → maybe if
I sleep it
off,

Action:

Timing:

(F:) → maybe I'll
be better in
the morning.

EPISODE # 11134-227

Production :

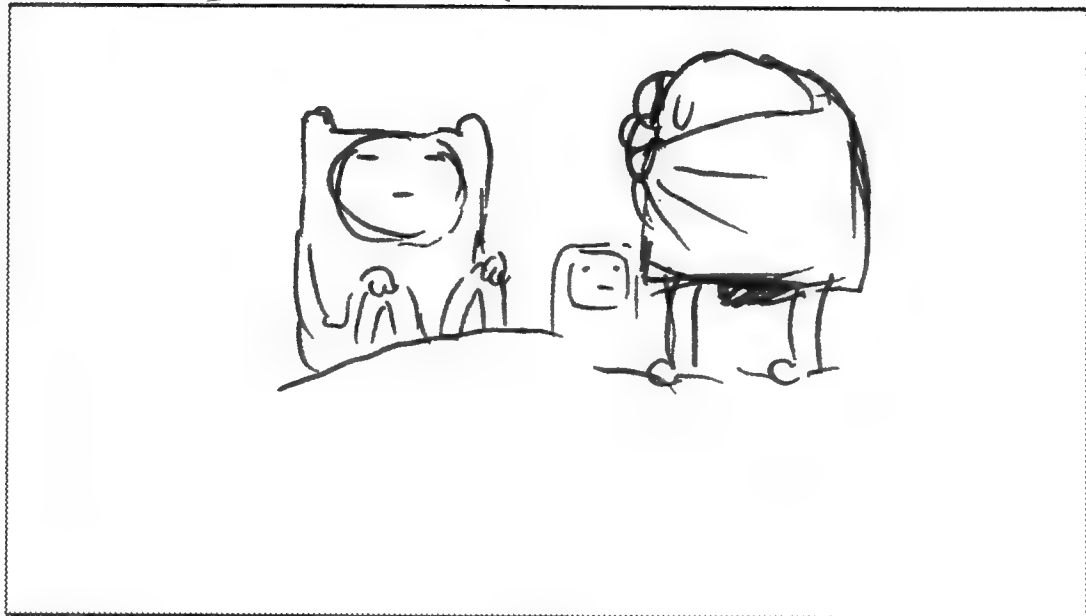
ADVENTURE TIME



Page _____

143

Sc. 113 Pnl. A Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:

(J:) okay, well...

Action:



Timing:

EPISODE # 1134-227

Production :

ADVENTURE TIME



Page 144

Sc.

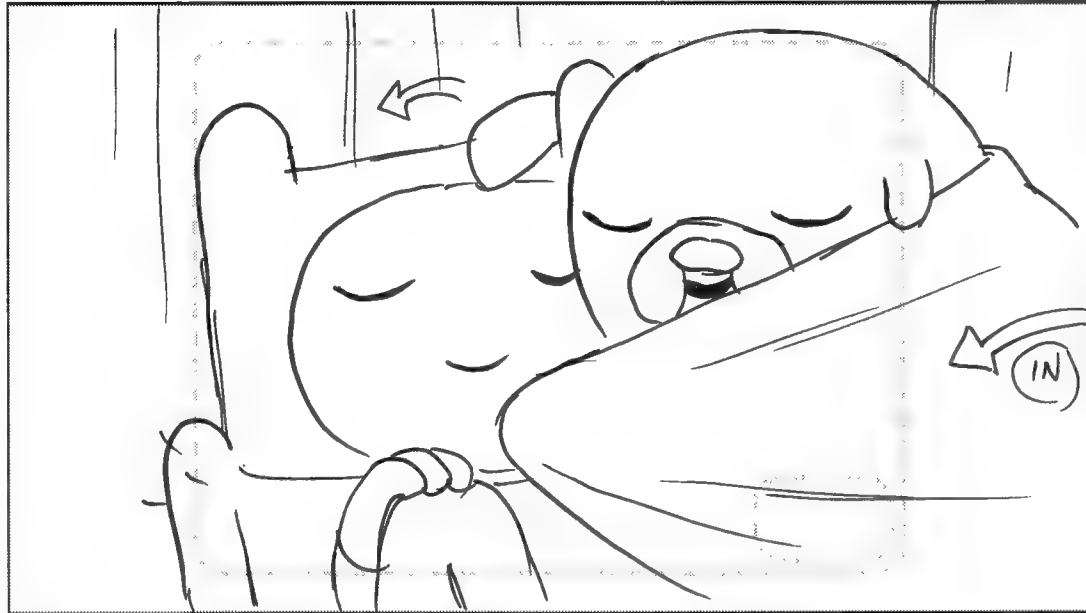
114

Pnl.

B

Bg.

day night



Sc.

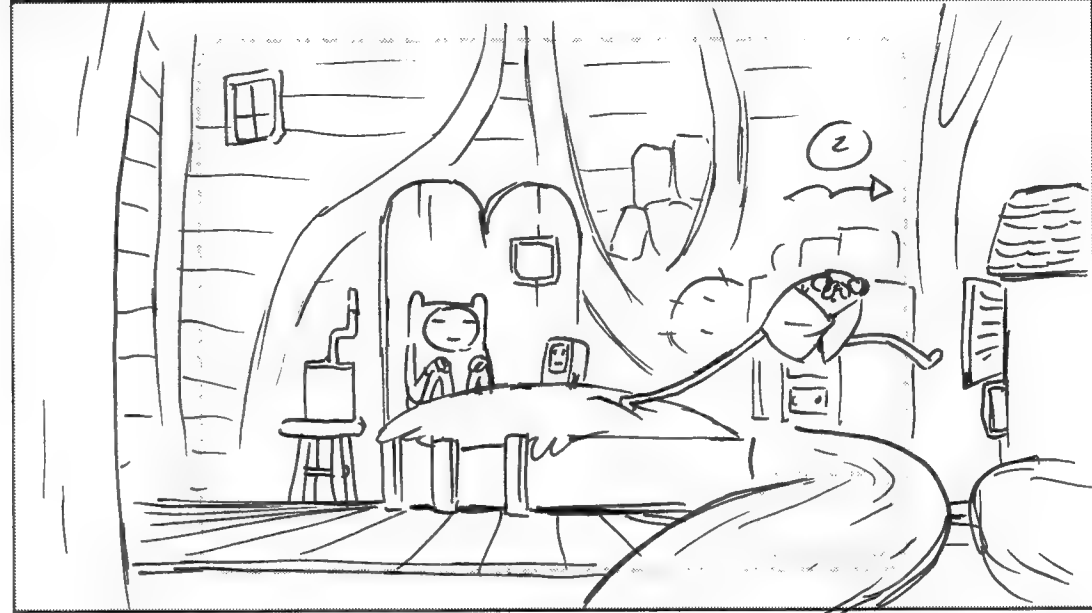
115

Pnl.

A

Bg.

day night



Dialog:

JAKE: ① G'night buddy
② ≡ kiss ≡

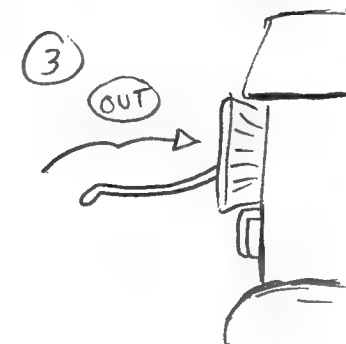
J: I hope you feel better

- Jake stretches over to his own bed

Action:

- Jake hugs
& kisses Finn.

Timing:



1034-227

EPISODE #

Production :

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ADVENTURE TIME



145

Page

Sc.

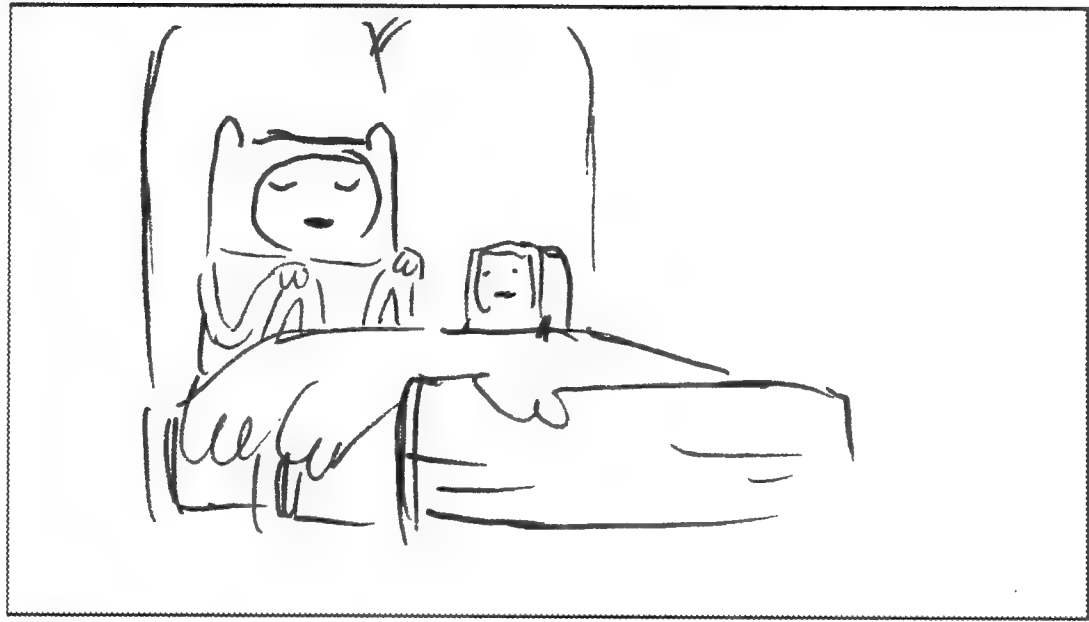
116

Pnl.

A

Bg.

day night



Sc.

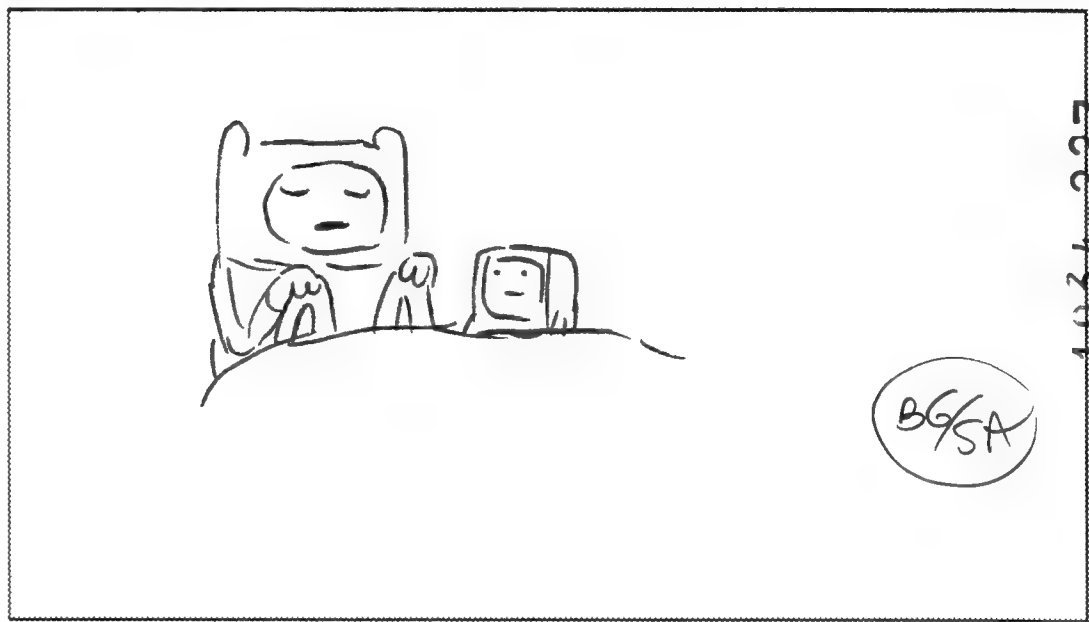
116

Pnl.

B

Bg.

day night



1134-227

Dialog:

(F) thanks
Jake.

Action:

Timing:

(F:) g'night.

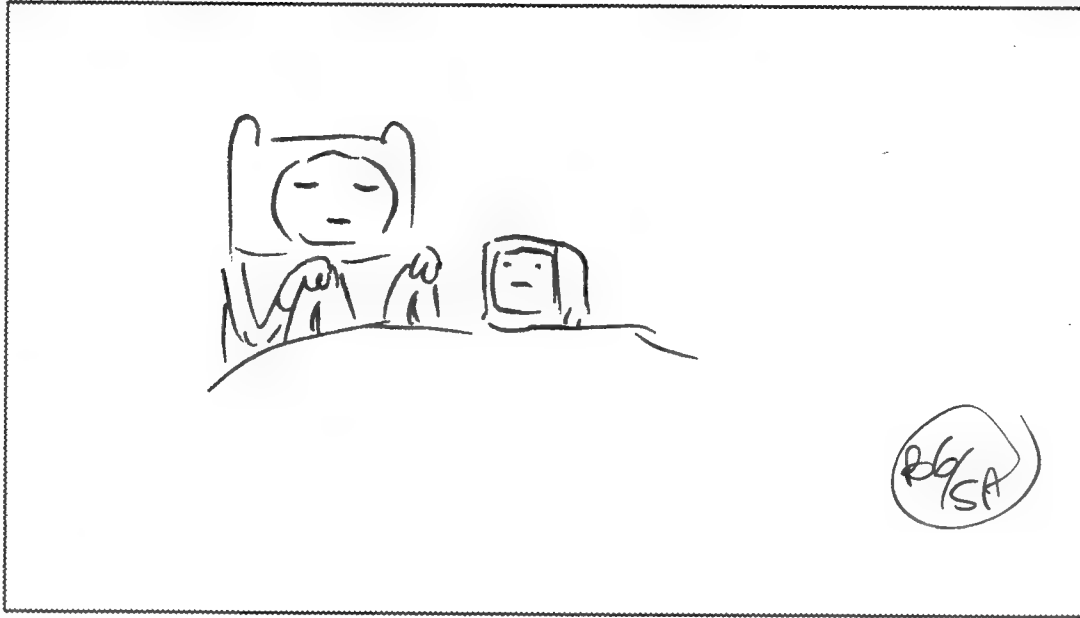
EPISODE #

Production :

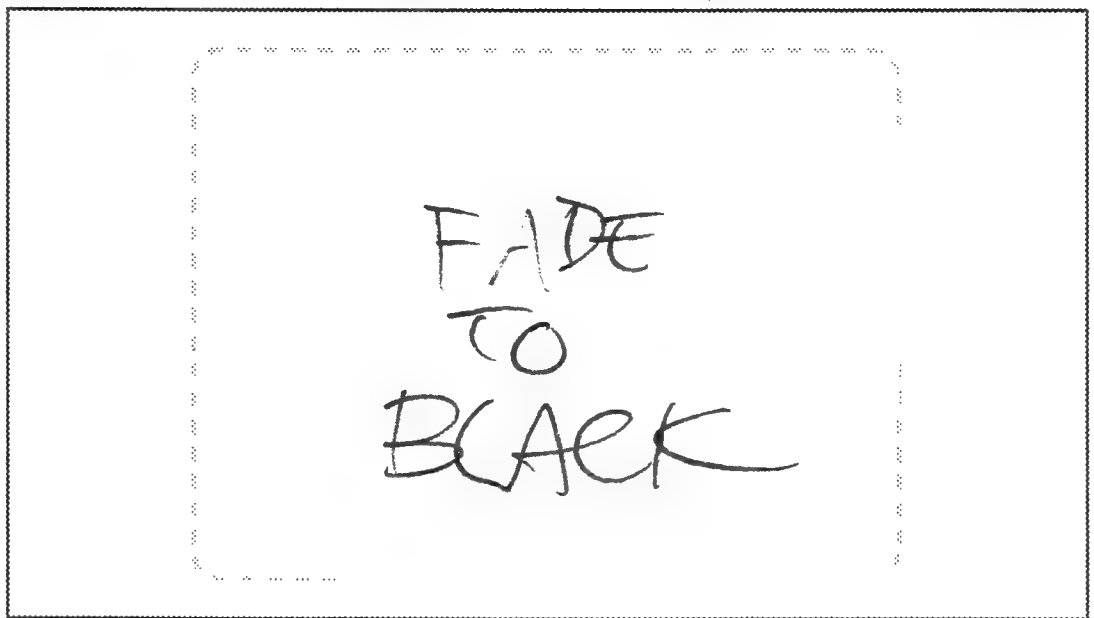
ADVENTURE TIME



Sc. 116 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	- BEAT -
Action:	
Timing:	

1034-227
EPISODE #

Production :

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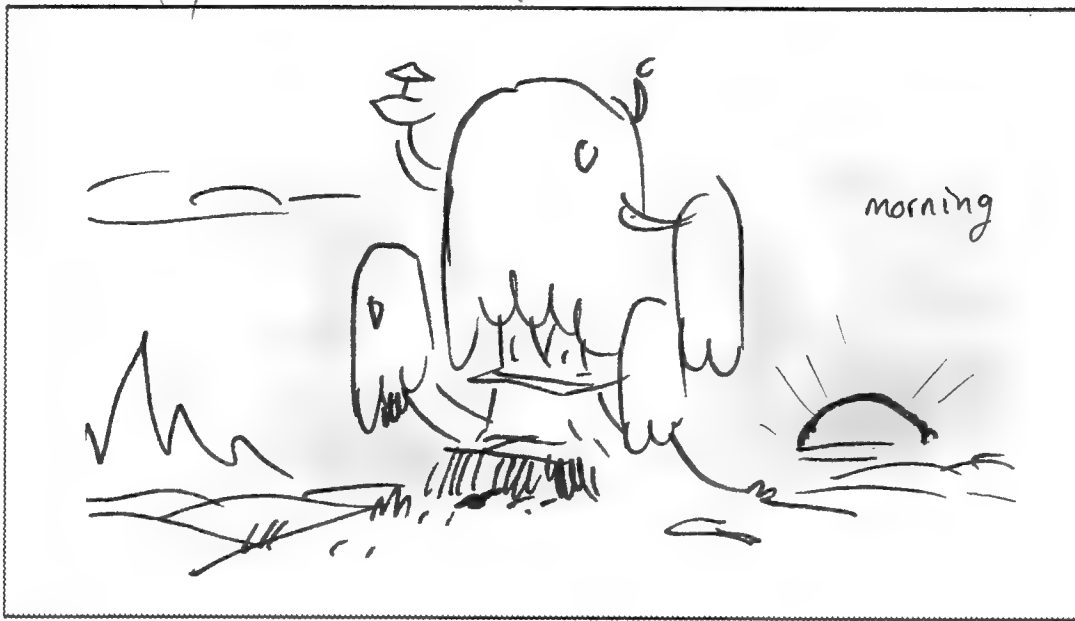
ADVENTURE TIME



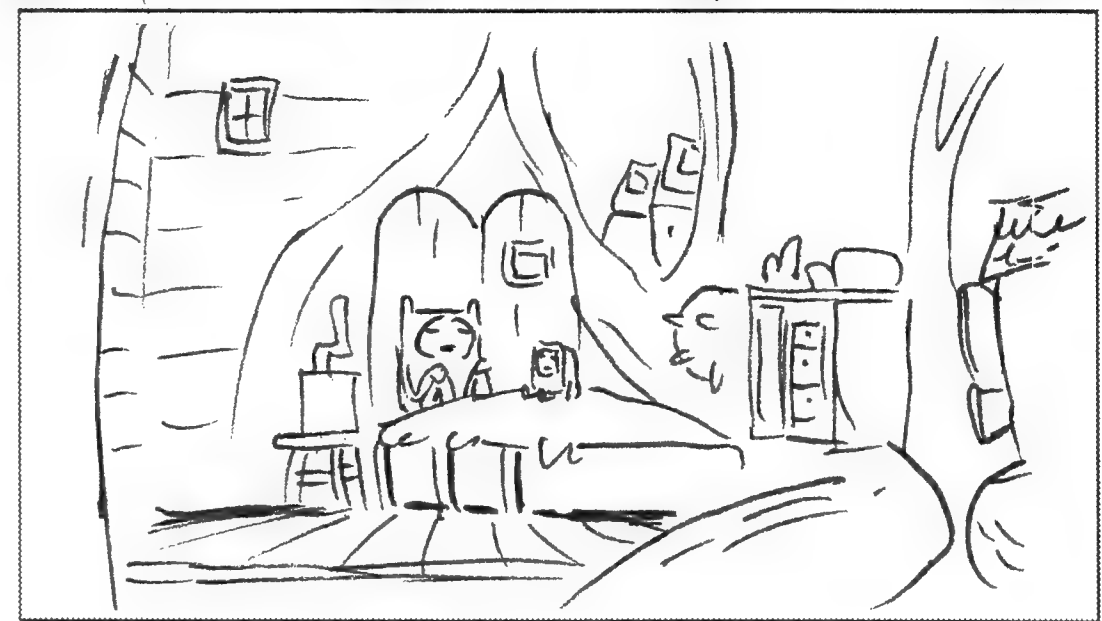
147

Page _____

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:	(BMO) zzzze, ... you wake?	(F.) (Best)... Yes.
Action:		
Timing:		

EPISODE # 1034-227

Production :

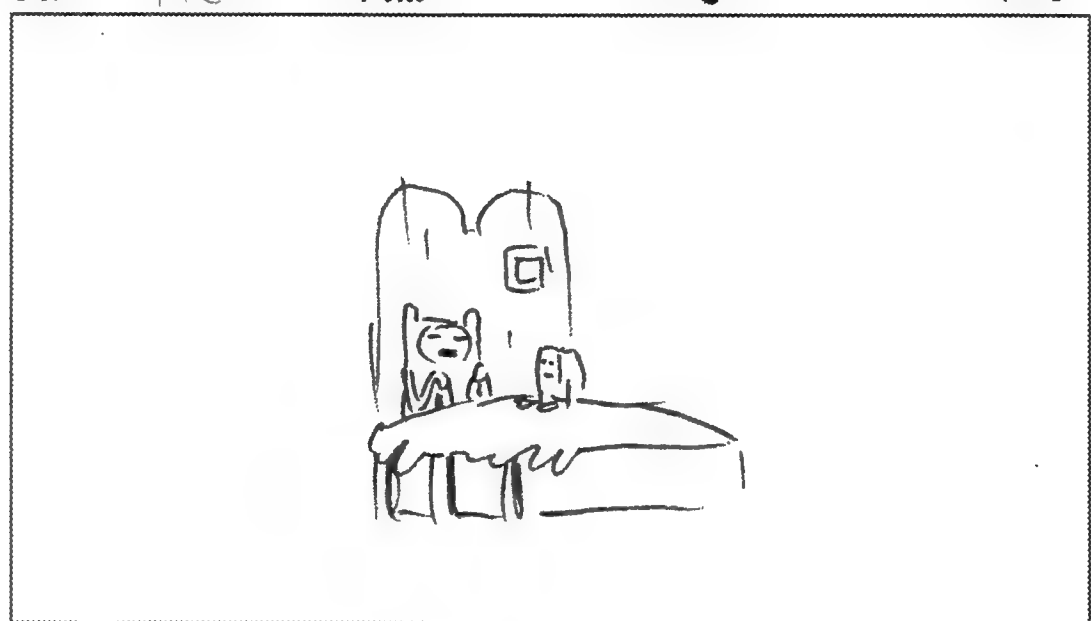
ADVENTURE TIME



Sc. 118 Pnl. B Bg. day night



Sc. 118 Pnl. C Bg. day night



Dialog:

Bmo: Did you
sleep at
all last night?

F: ^(beat) ... I don't
think so.

Action:

Timing:

1034-227
EPISODE #

Production :

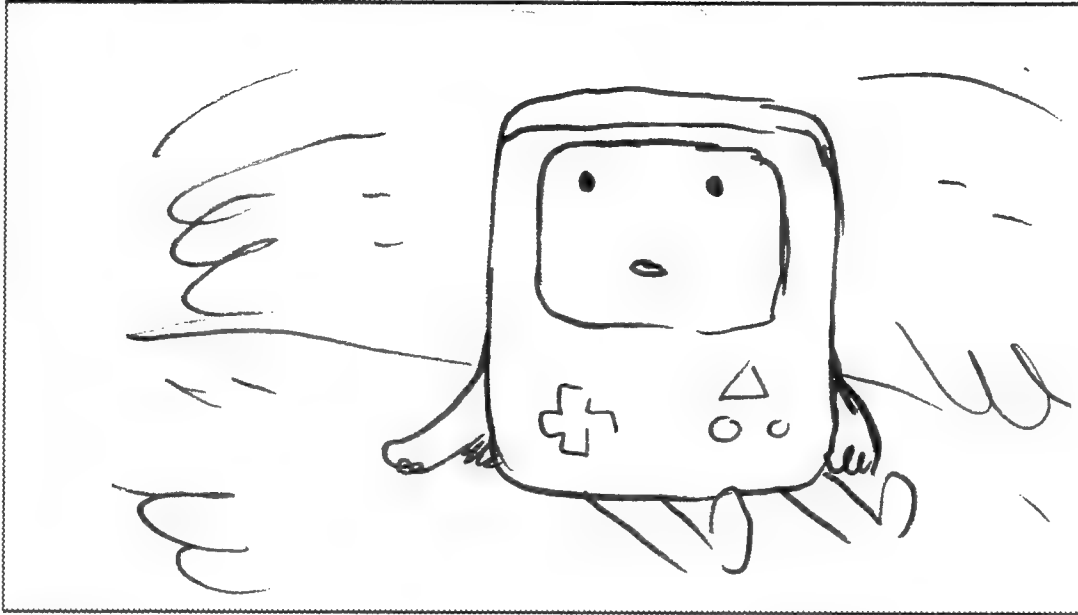
ADVENTURE TIME



149

Page

Sc. 119 Pnl. A Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:

(BMO) are you gonna open your eyes now?

Action:

Timing:

(F:) mm.. maybe.

11134-227

EPISODE #

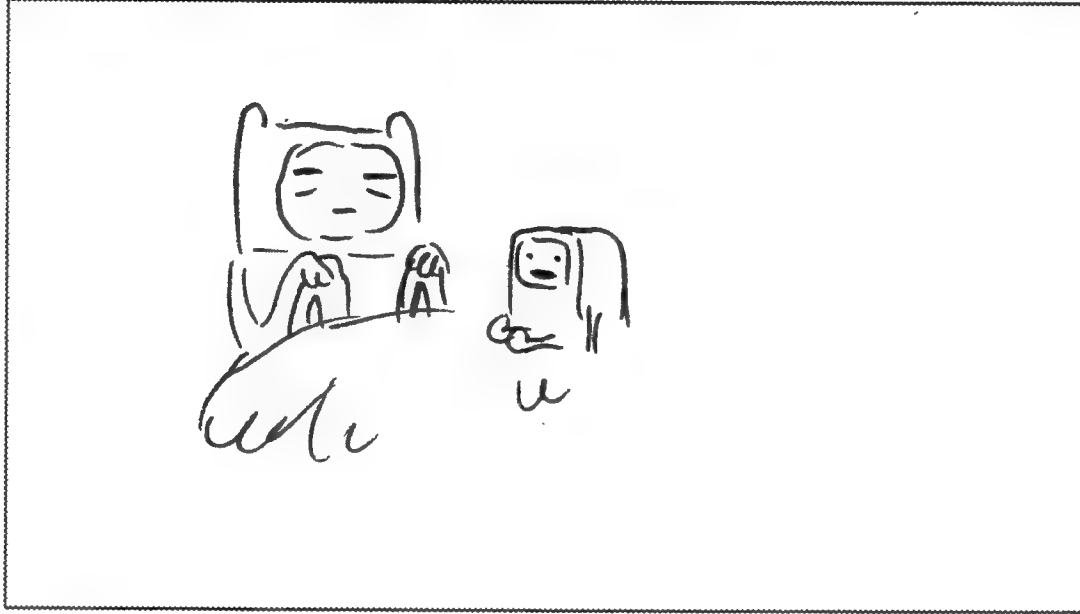
Production :

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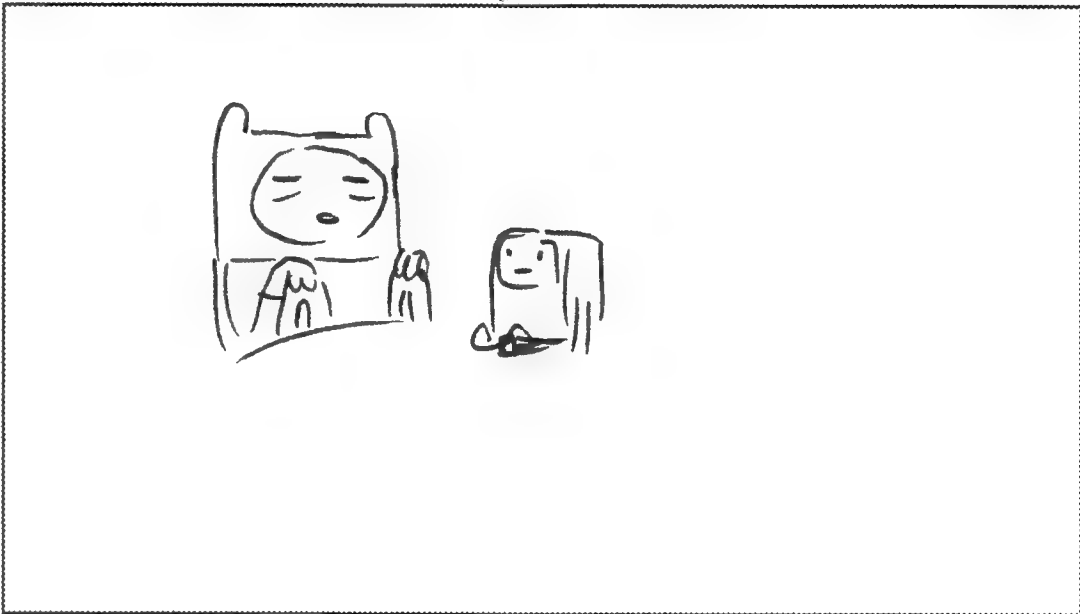
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 121 Pnl. B Bg. day night



Dialog:	(BMO) are you scared?	(F:) no.
Action:		
Timing:		

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EPISODE # 1034-227

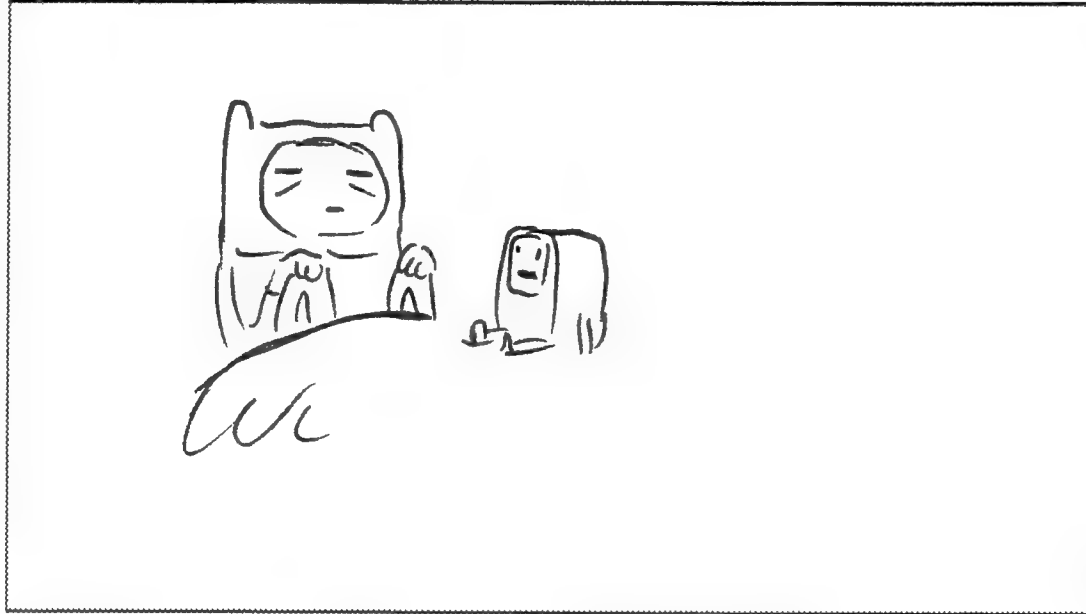
Production :

ADVENTURE TIME



Page 151

Sc. 121 Pnl. C Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	(BMO) then do it.		(F:) * GULP *	
Action:			- Finn swallows	
Timing:				

1054-227

EPISODE #

Production :

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ADVENTURE TIME



Sc. 122 Pnl. B Bg. day night



Sc. 122 Pnl. C Bg. day night



Dialog:	(F:) okay -	(F) 1 ... 2 ..
Action:	on three.	(BMO OS) 1 ... 2 ...
Timing:	(2) (hands out)	

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EPISODE # 1.1134-227

Production :

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ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night

Sc. 123 Pnl. B Bg. day night

Dialog:

Action:

Timing:

(F:) ... 3.

- Finn opens his eye.

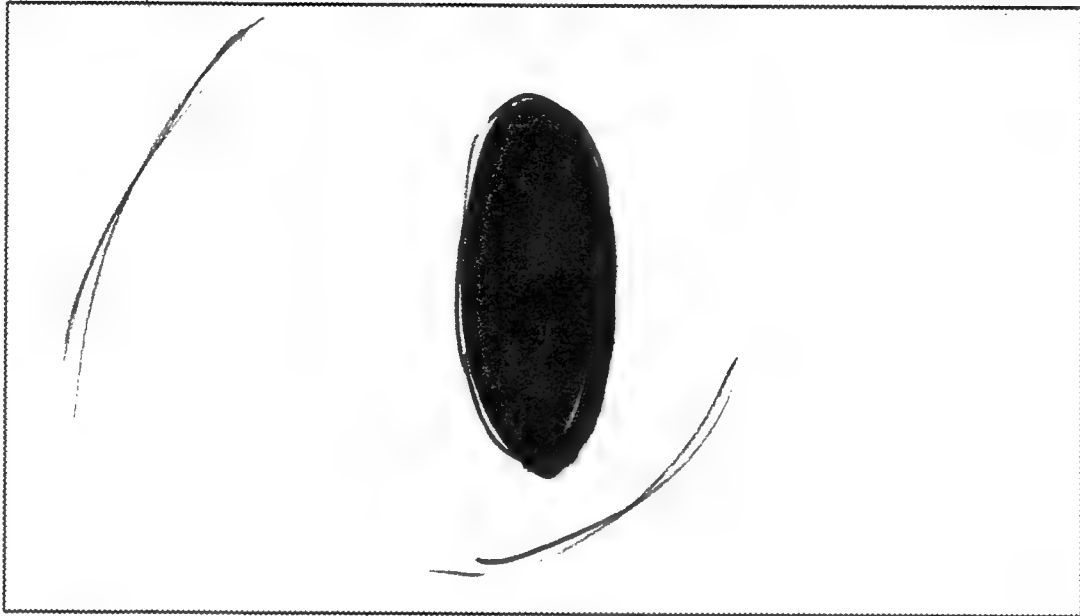
EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc. 123 Pnl. C Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

- BEAT.... -

Action:

Timing:

EPISODE # 1034-227

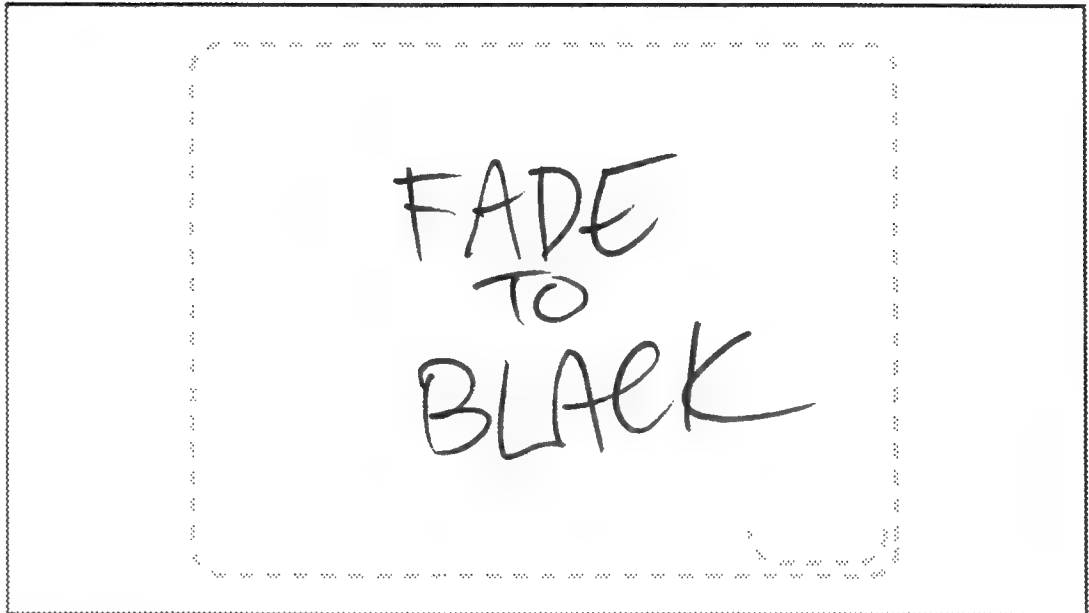
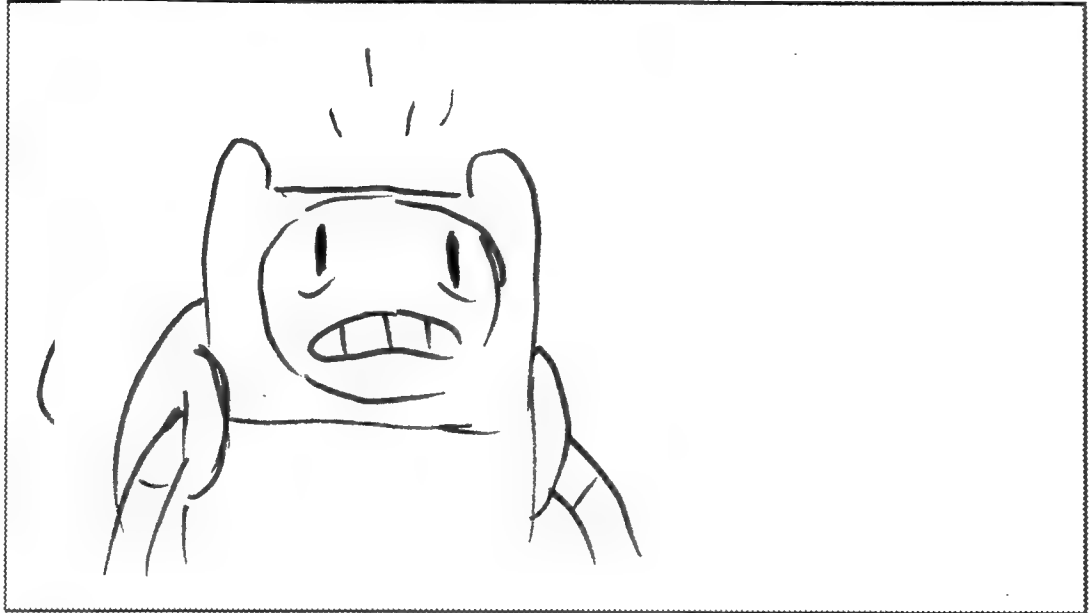
Production :

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ADVENTURE TIME



Sc. 124 Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog:

(F-) GRRRRR →

Action:

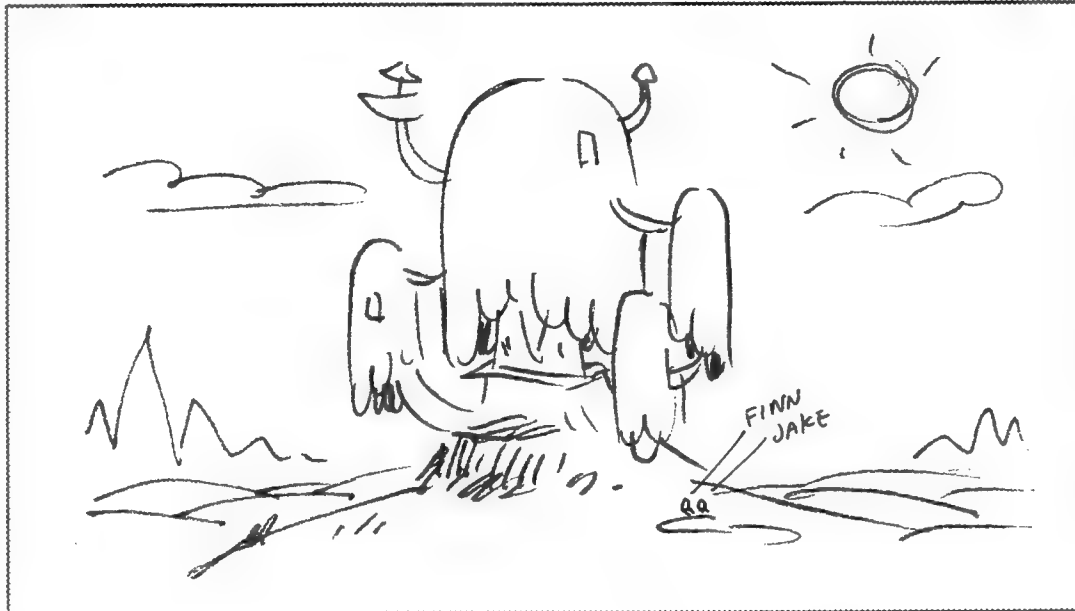
Timing:

1034-227
EPISODE #
Production :

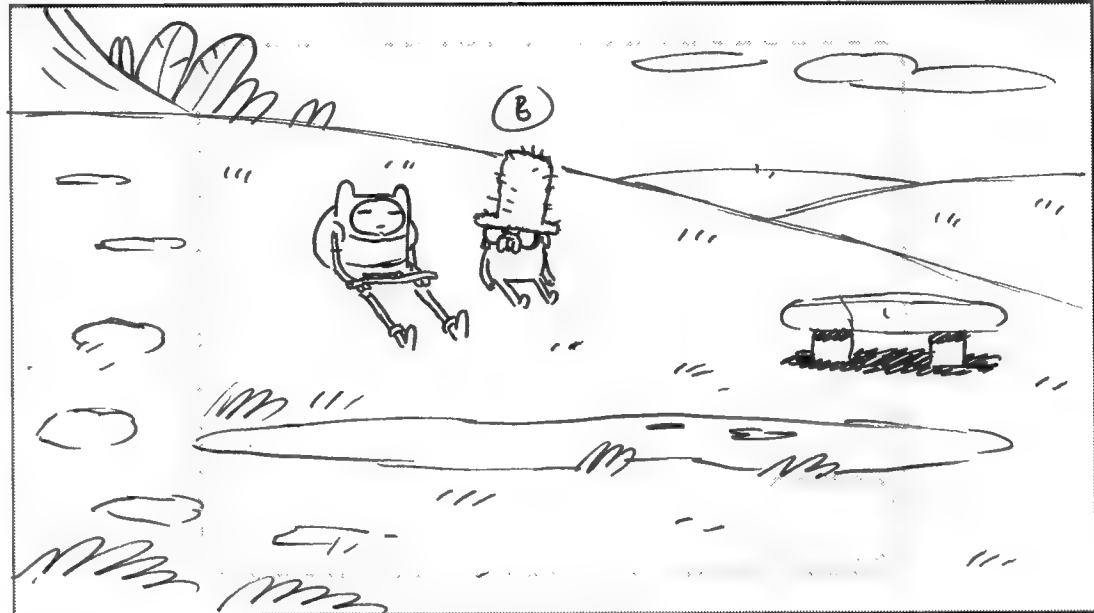
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:

(J:) So... it's been almost a month now.

(J:) (B) whatta ya think? You wanna try openin' 'em?

(A) It's a beautiful day -

(B) Plus I need someone to tell me if this hat looks cool.

Action:

(JAKE) (A) (B) (A) (B)

Timing:



EPISODE # 1034-227

Production :

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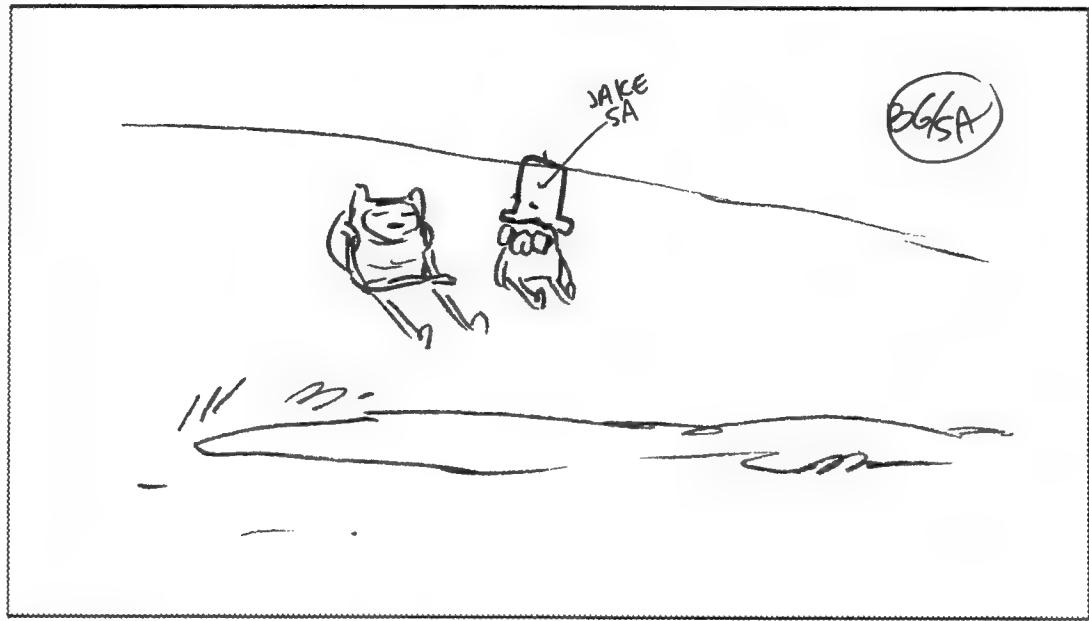
ADVENTURE TIME



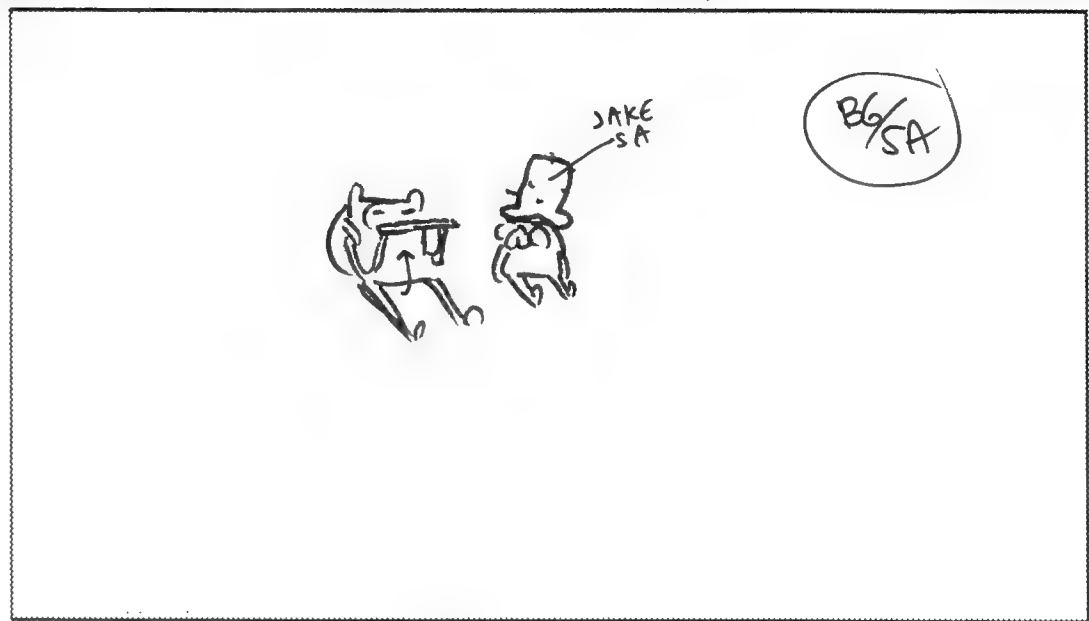
157


Page _____

Sc. 126 Pnl. B Bg. day night



Sc. 126 Pnl. C Bg. day night



Dialog:	(F:) * SIGH * man I told you -	FLUTE: ♪♪ sweetly tweef ♪♪
Action:		- Finn tweets on his flute as punctuation.
Timing:		

1034-227

EPISODE #

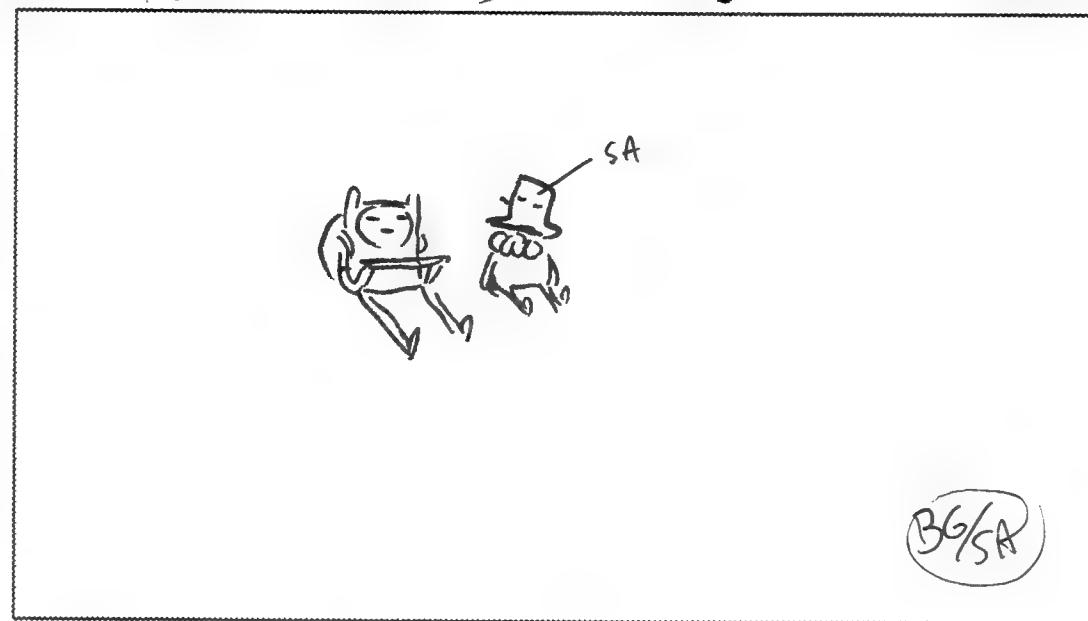
Production :

ADVENTURE TIME

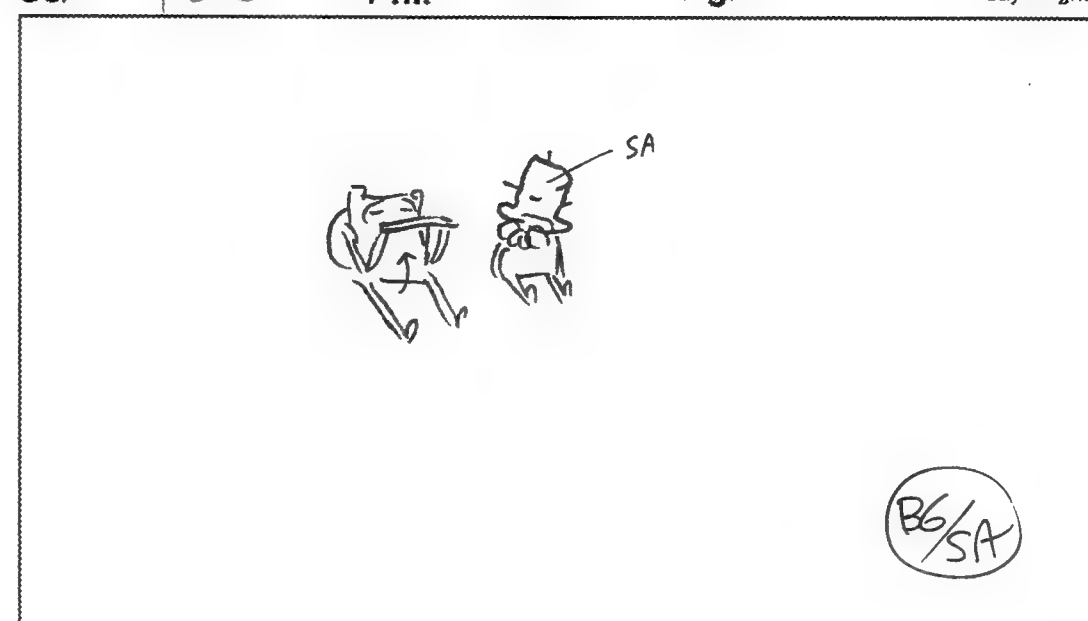


Page 158

Sc. 126 Pnl. D Bg. day night



Sc. 126 Pnl. E Bg. day night



Dialog:	(F:) If I open 'em now it'll just be the same. I	_____	_____
Action:	gott 2 wait til something's	_____	_____
Timing:	different, or it'll be the same.	_____	_____

♪ tweet ♪

- Finn tweets on his flute as punctuation.

EPISODE # 1034-227

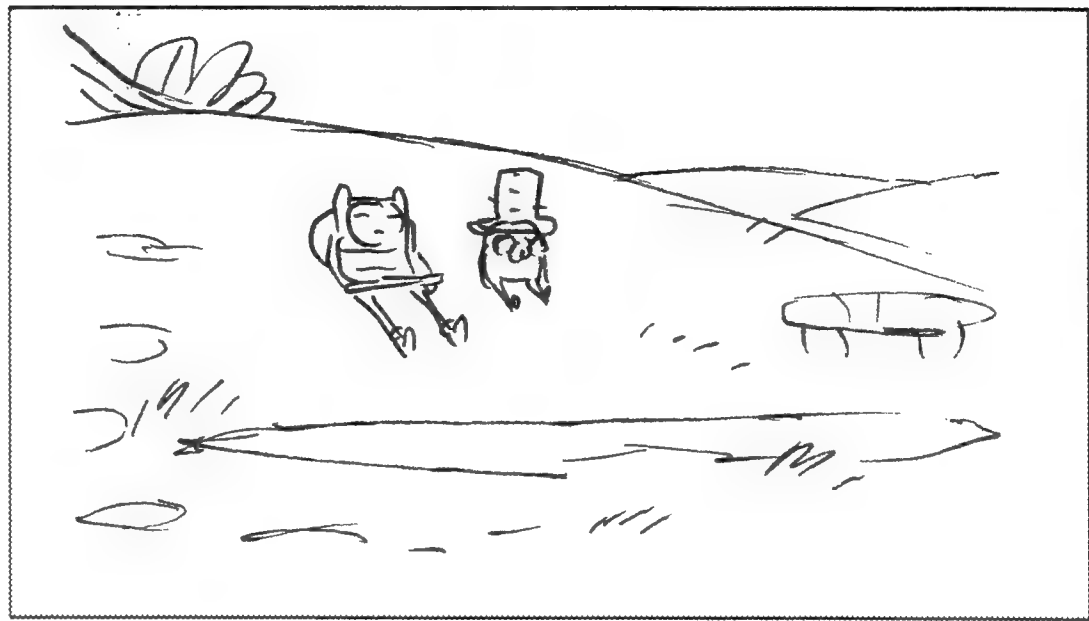
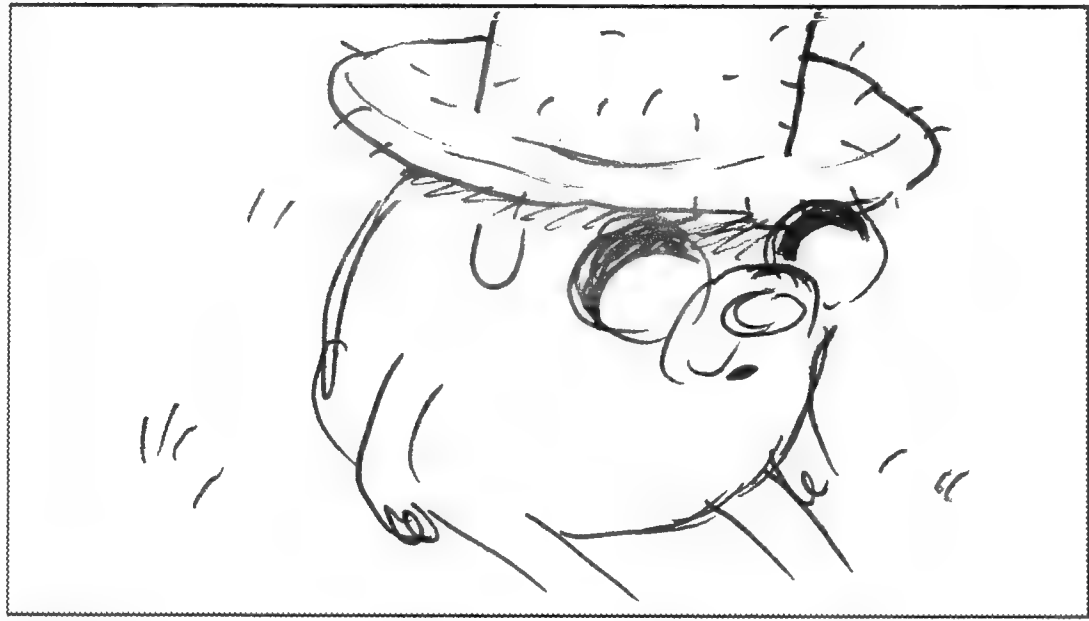
Production :

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ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night Sc. 128 Pnl. A Bg. day night



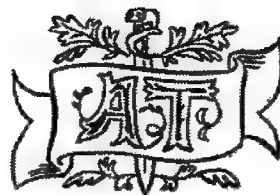
Dialog:	(J:) Yeah... that makes sense I guess.	- BEAT -
Action:		
Timing:		

1034-227

EPISODE #

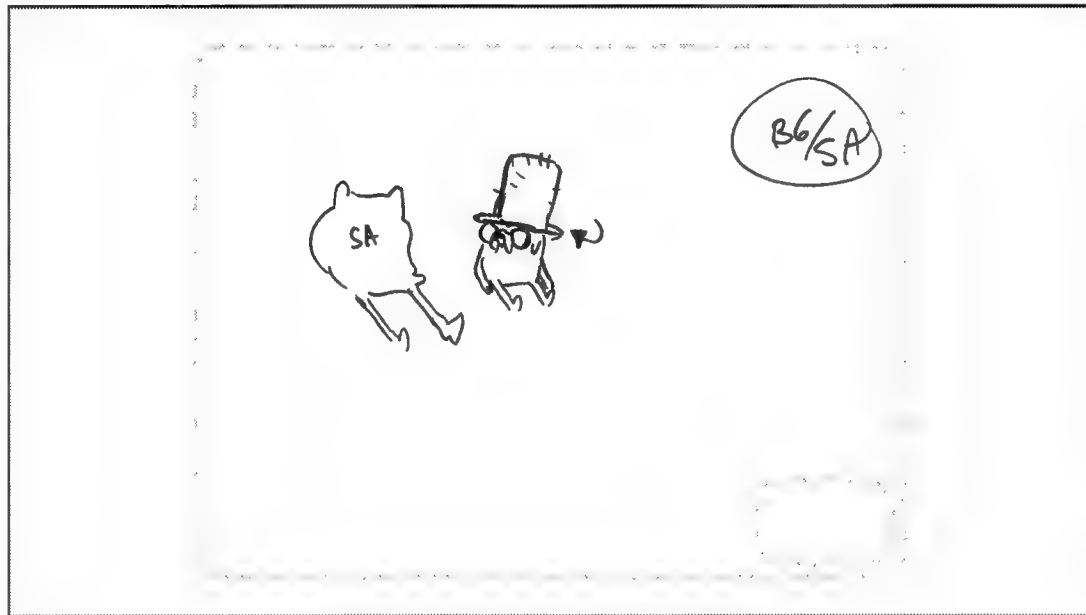
Production :

ADVENTURE TIME

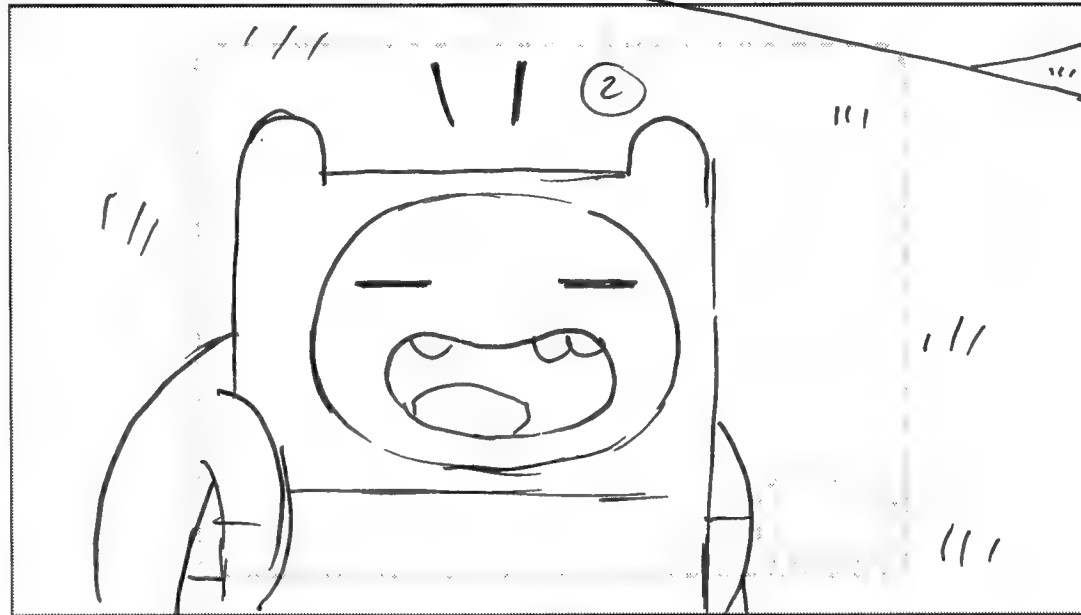


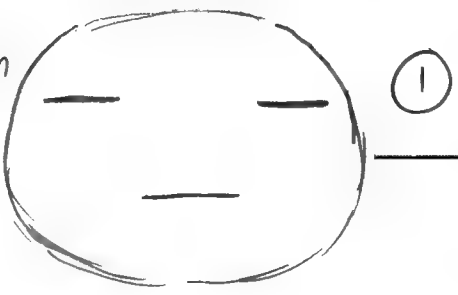
Page 160

Sc. 128 Pnl. B Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:	<p><u>JAKE:</u> Oh, so, um - I got you a little something...</p> <p><u>J:</u> → a little present. <u>OS:</u></p>
Action:	<p>- Finn smiles wide in anticipation of present.</p> 
Timing:	

EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc.

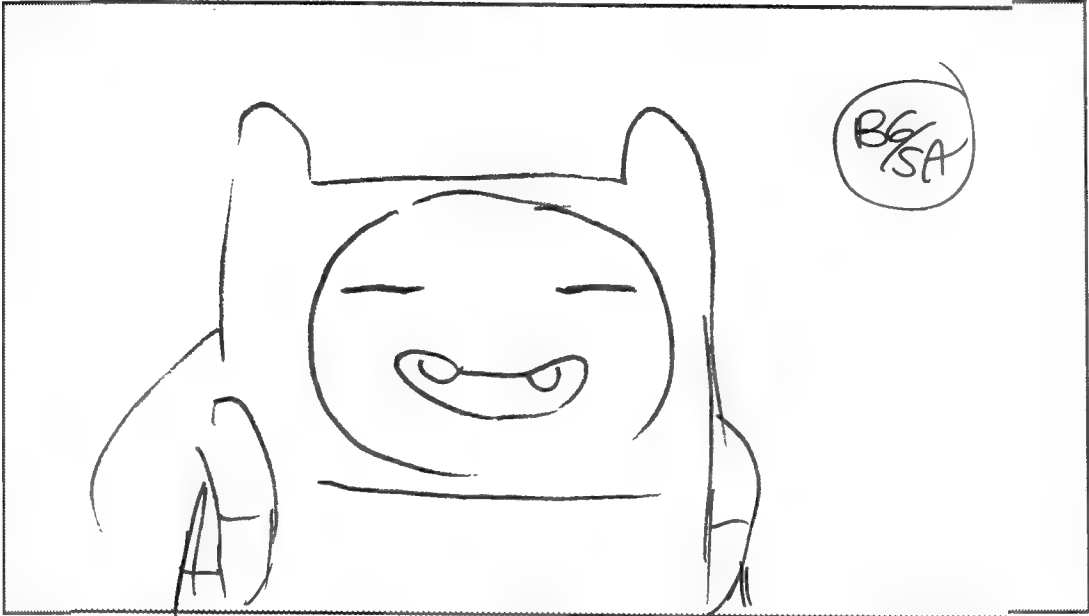
129

Pnl.

B

Bg.

day night



Sc.

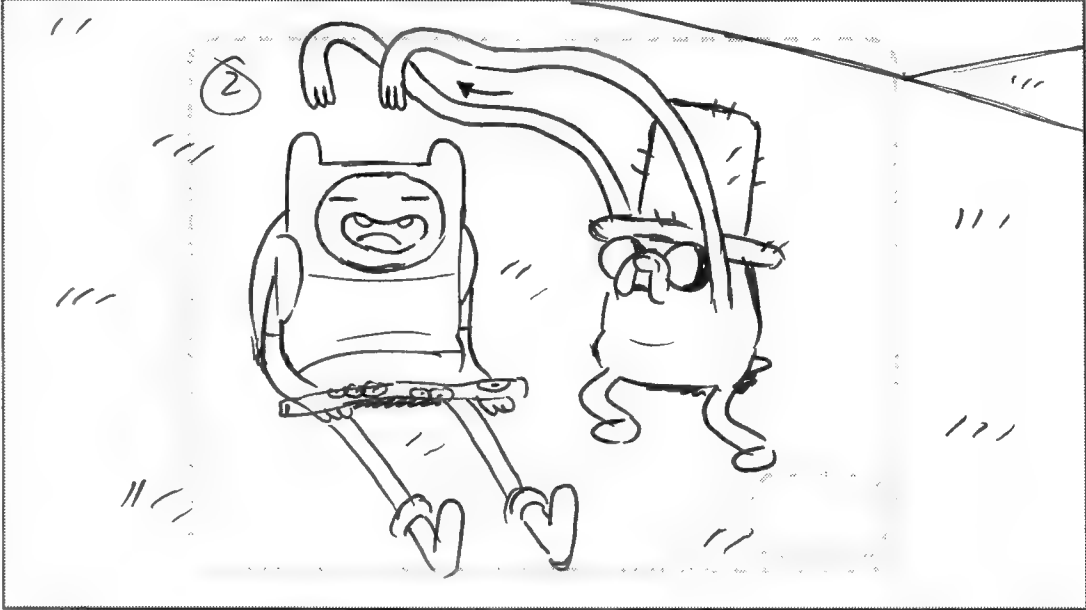
130

Pnl.

A

Bg.

day night



Dialog:

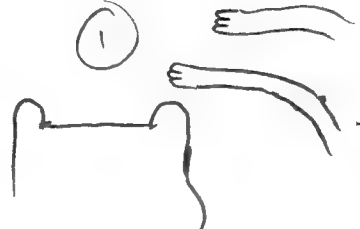
(F:) Wow, thanks man !

(J:) Yep.. you're really ...

Action:

- Jake sneaks his hands slowly towards Finn's eyes.

Timing:



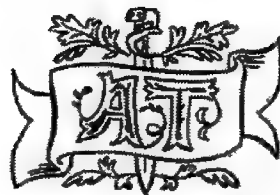
1034-227

EPISODE #

Production :

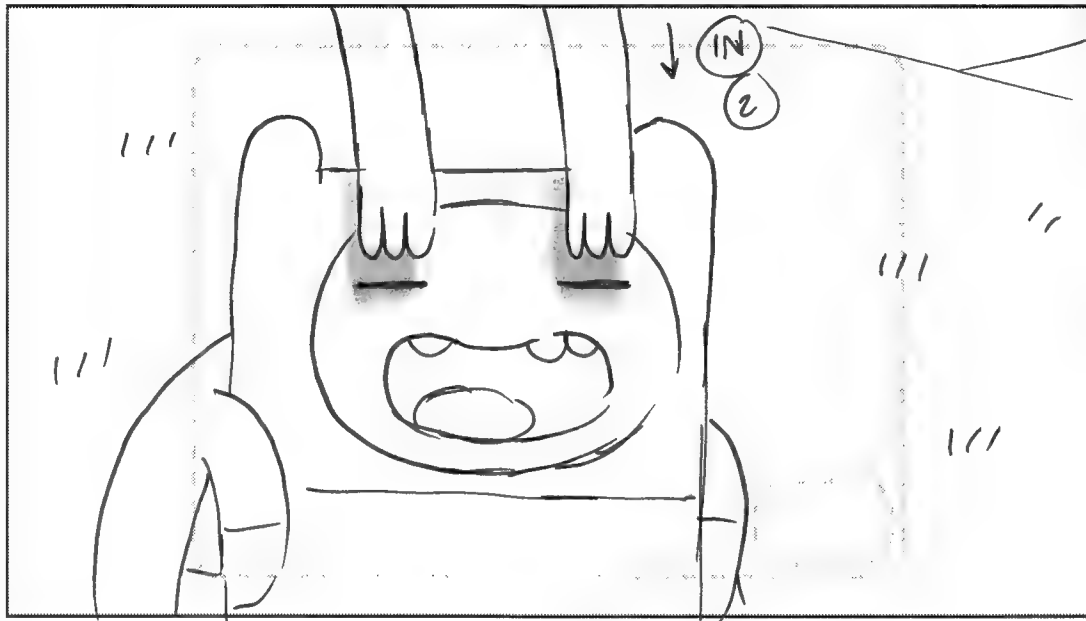
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ADVENTURE TIME

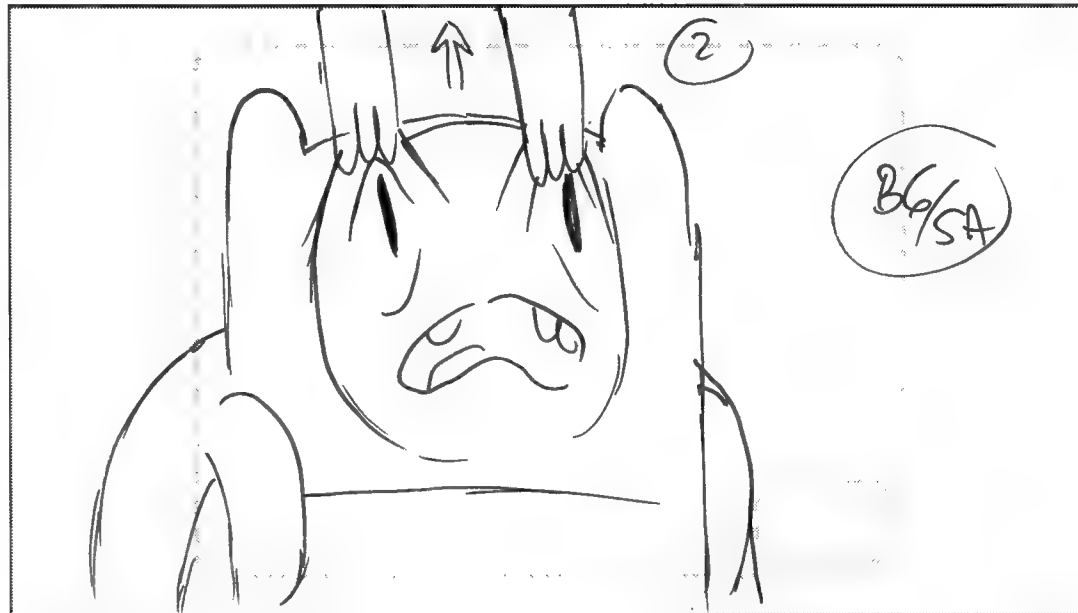


Page 162

Sc. 131 Pnl. A Bg. day night



Sc. 131 Pnl. B Bg. day night



Dialog:

J: OS ... gonna ... thank ...

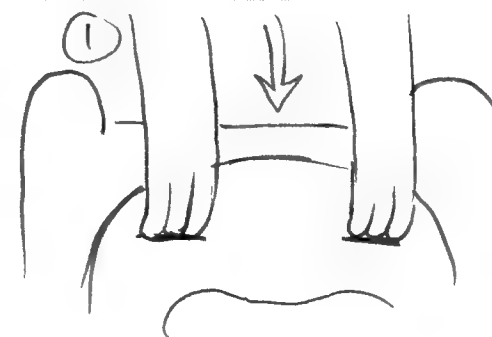
JAKE OS ... meGOTCHA!!
FINN: YAAHHHHH

Action:



- Jake yanks open Finn's eyes.

Timing:



Production :

EPISODE #

1134-227

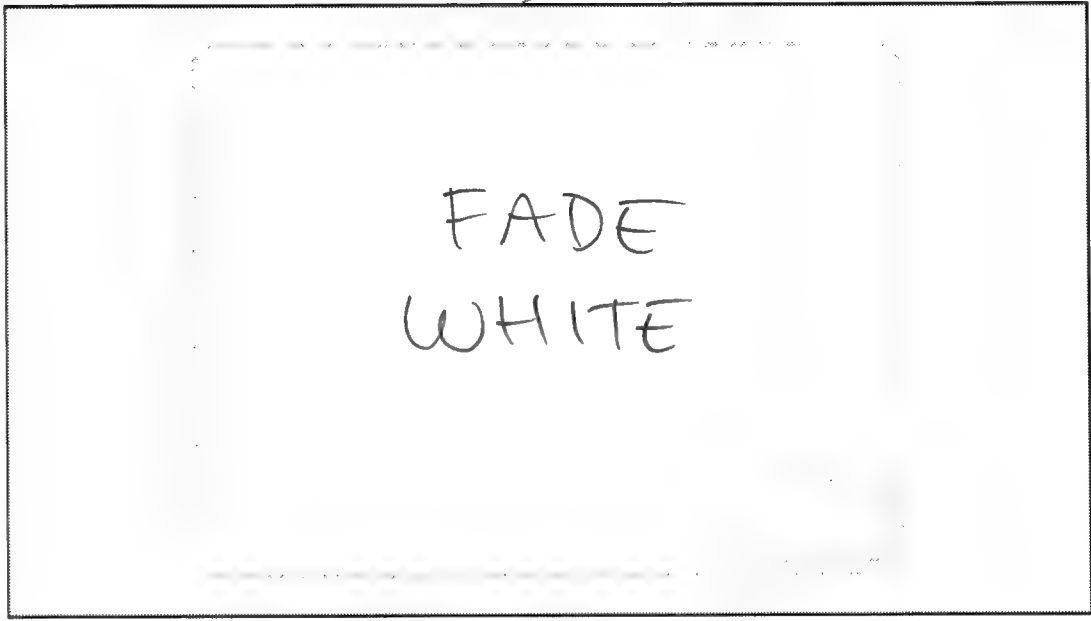
ADVENTURE TIME



Sc. 131 Pnl. C Bg. day night



Sc. 131 Pnl. D Bg. day night



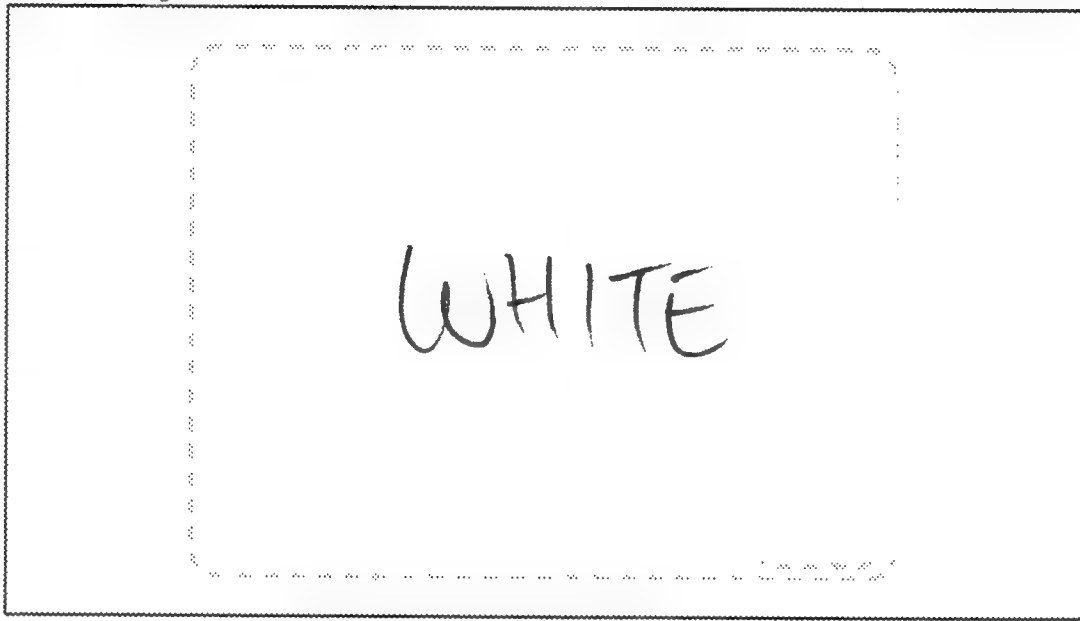
Dialog:
Action: - FLASH -
Timing:

EPISODE # 1034-227
Production :

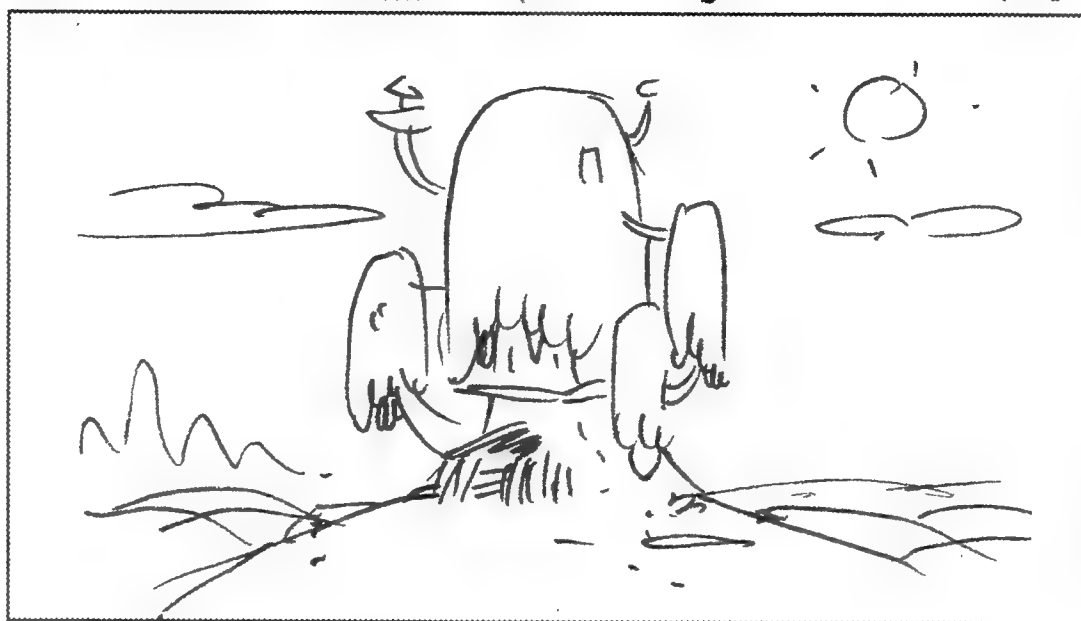
ADVENTURE TIME



Sc. 131 Pnl. E Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog:	- BEAT -	(F:) Yeah, you've done it, like, 30 times now -
Action:		
Timing:		

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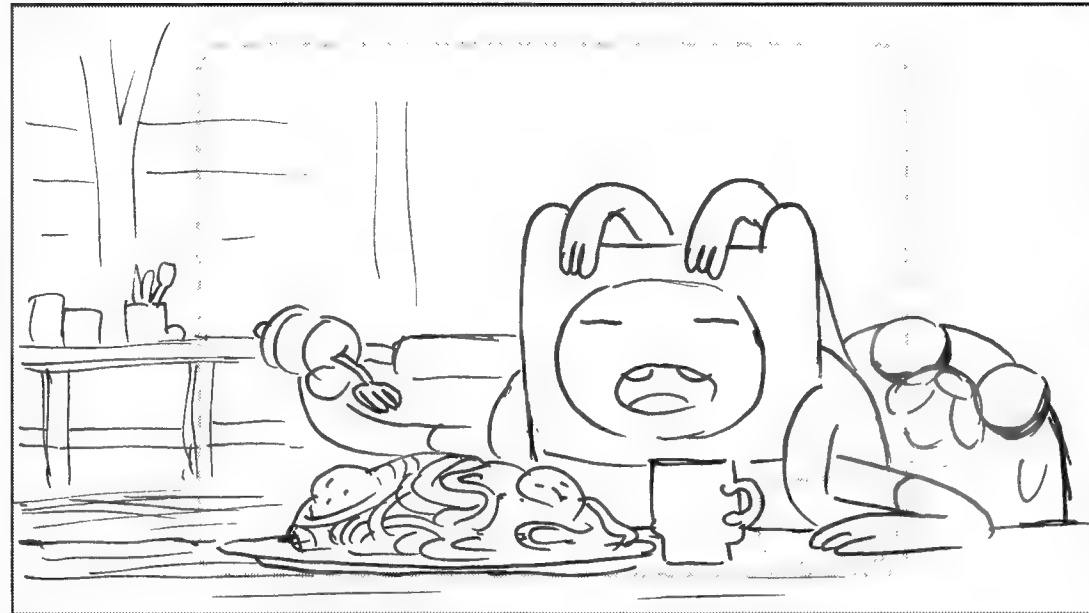
EPISODE # 1034-227

Production :

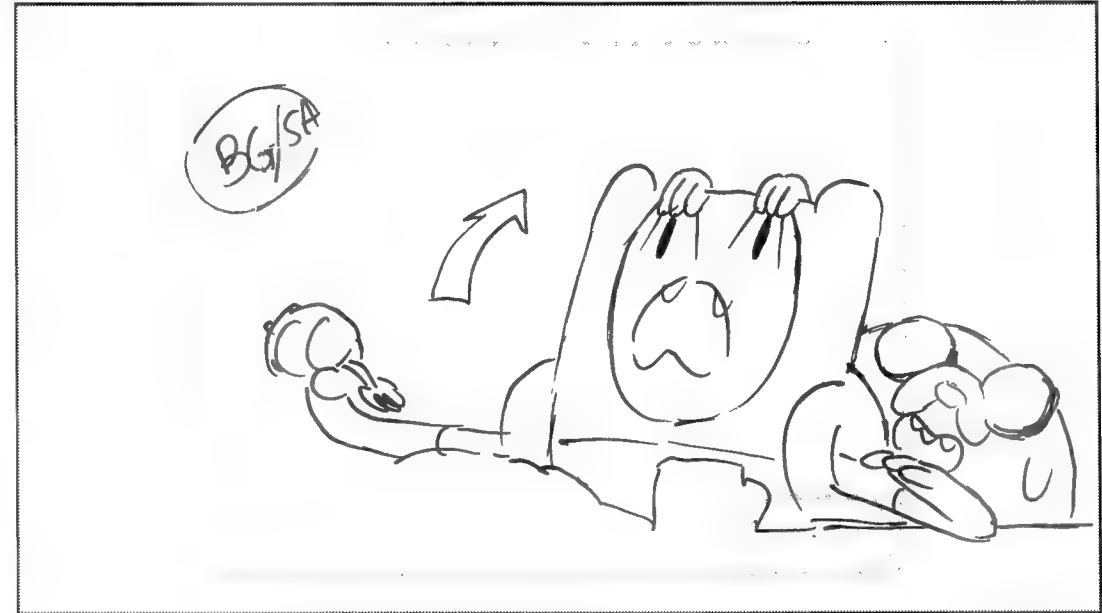
ADVENTURE TIME




Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:	(F:) YAAHH!!	
Action:		RAPID-FIRE - MONTAGE OF JAKE YANKING OPEN FINN'S EYES ---->
Timing:		

1034-227

EPISODE #

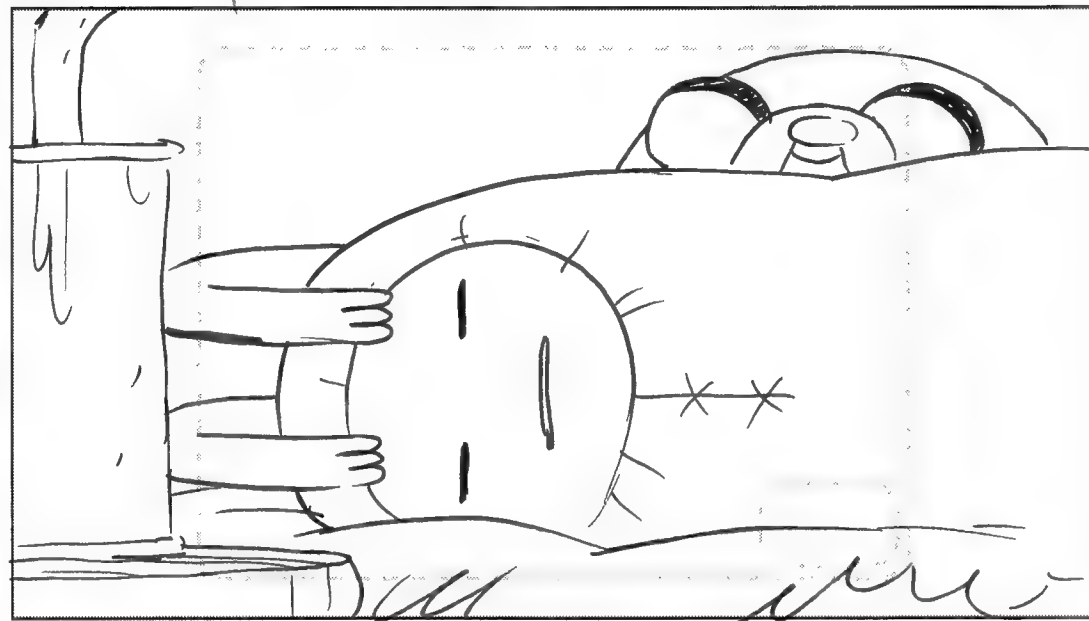
Production :

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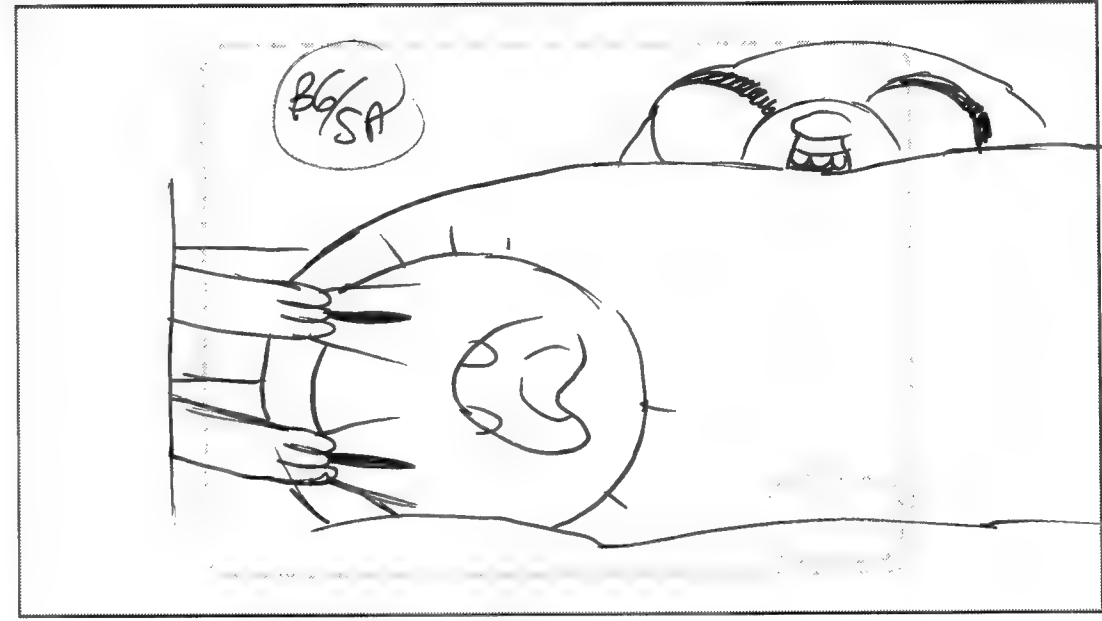
ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



Dialog:	(F:) YAAHHHH!!	
Action:		
Timing:		

115A-227

EPISODE #

Production :

ADVENTURE TIME

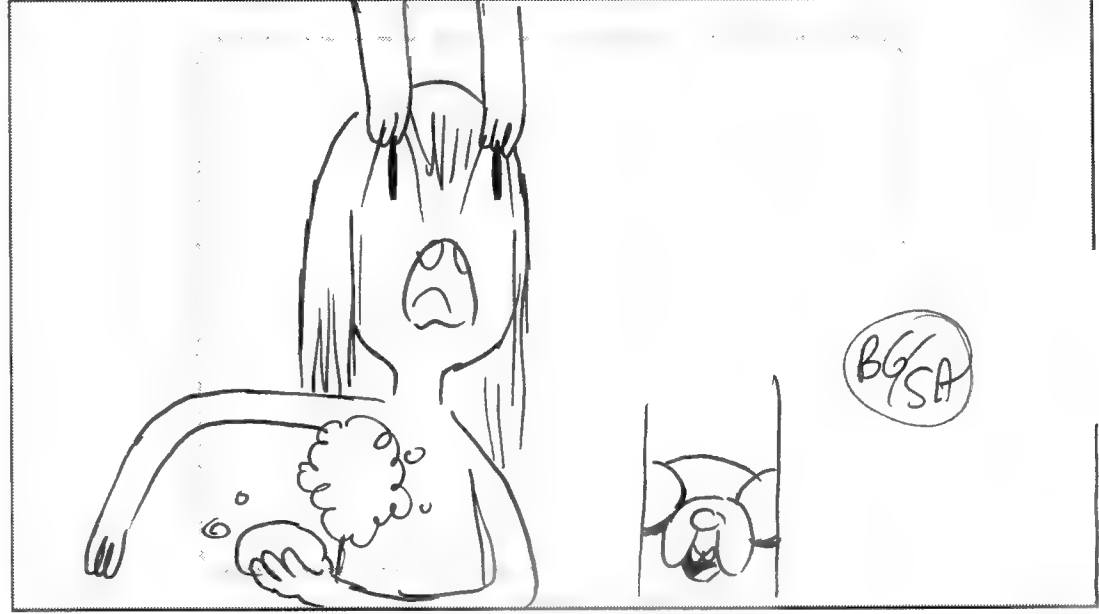


Page 167

Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



Dialog:

(F:) YAAHHH!!

Action:



Timing:

EPISODE #

1034-227

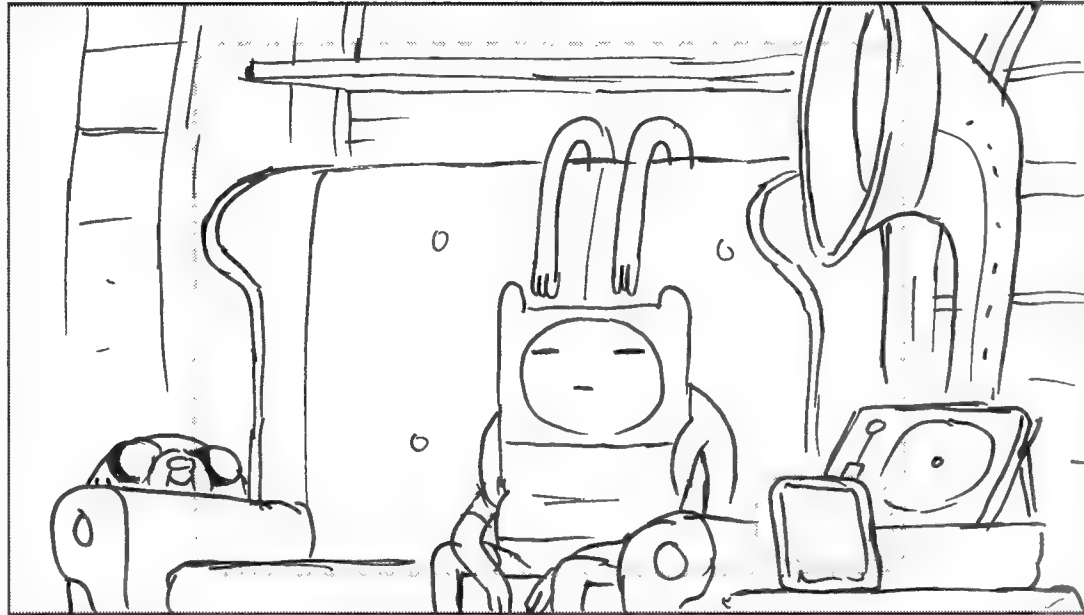
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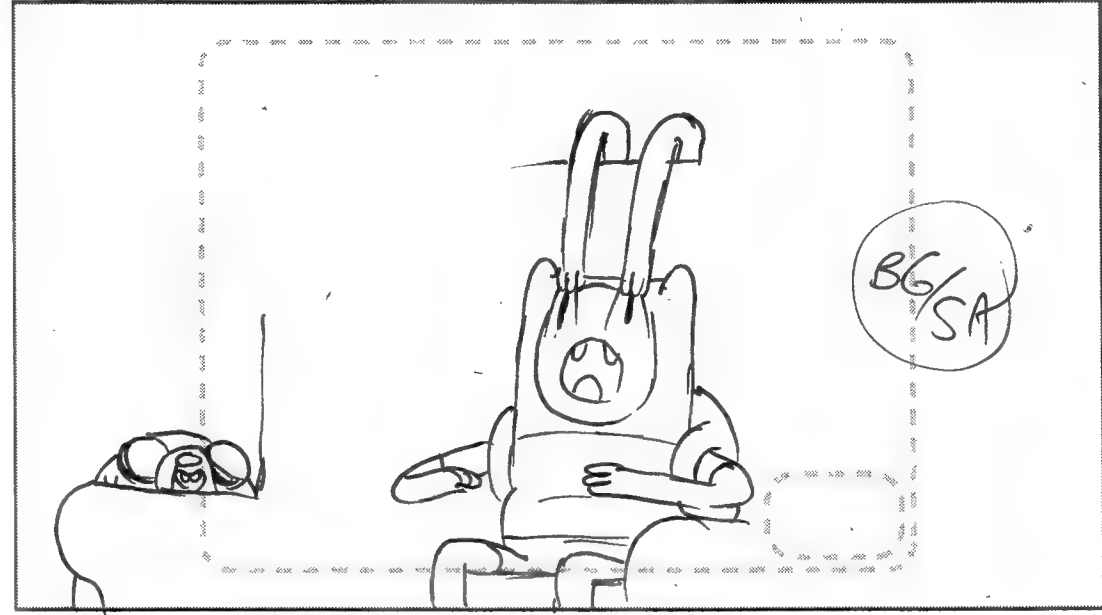
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



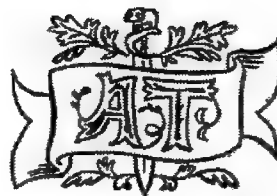
Dialog:
(F:) YAAA HHH!!
Action:
Timing:

1134-227

EPISODE #

Production :

ADVENTURE TIME



Page 169

Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog: (F:) it's like programmed into your DNA or something to force my eyes open →

(F:) → thinking you're doing me a favor.

Action:

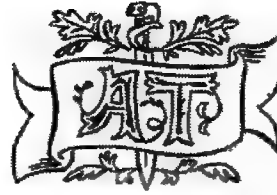
Timing:



EPISODE # 1034-227

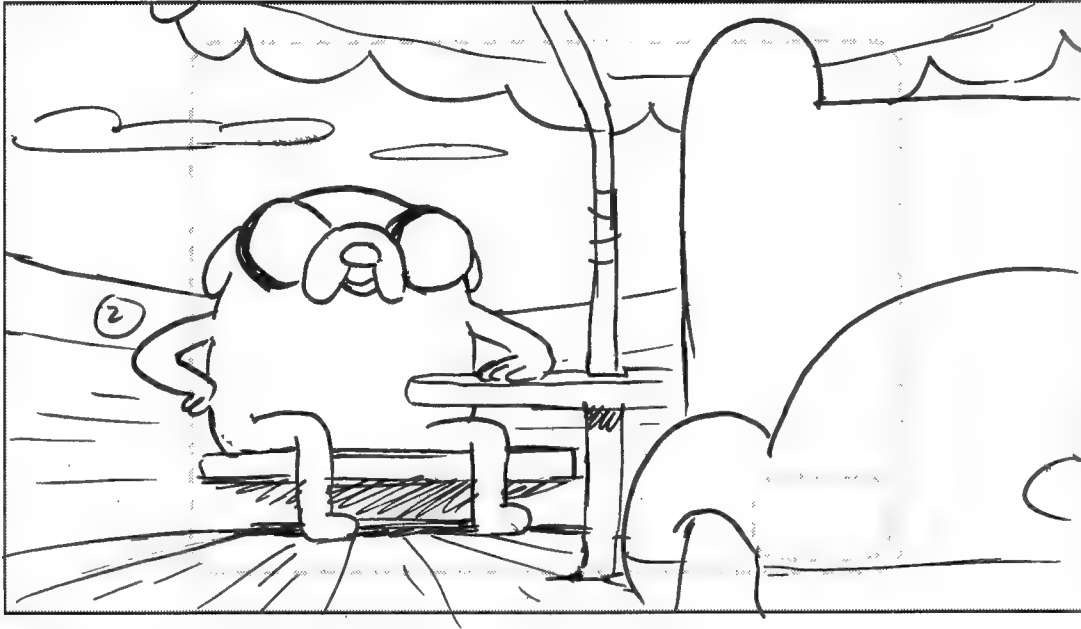
Production :

ADVENTURE TIME

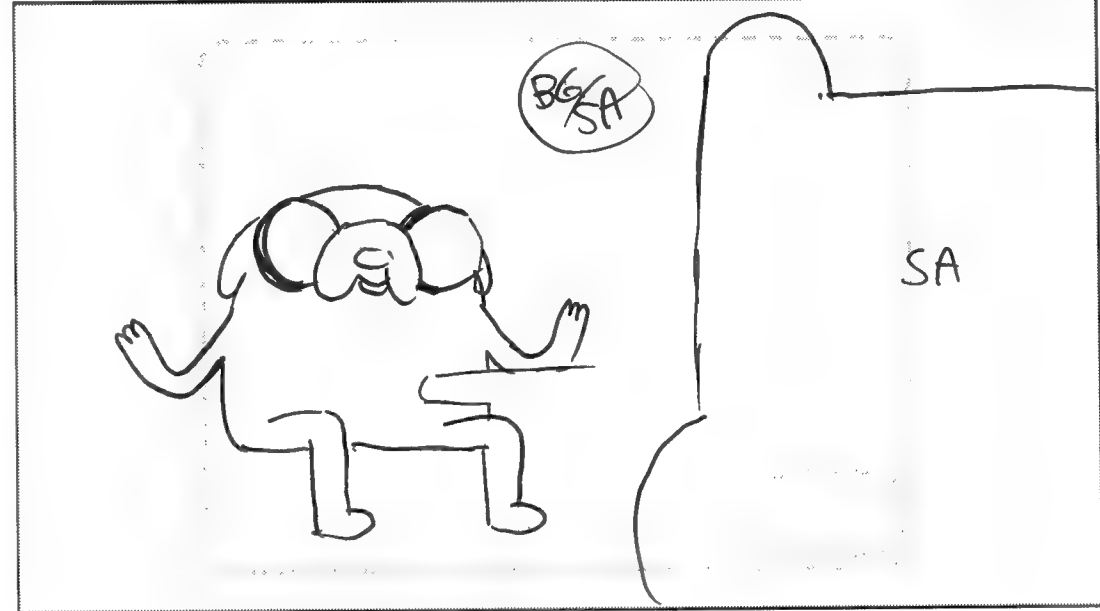


Page 170

Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog: (J:) *heh heh*, well shoot man, if I wanna do it that bad, →

(J:) it must KINDA be right, right?

Action:

Timing:



1134-227

EPISODE #

Production :

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ADVENTURE TIME

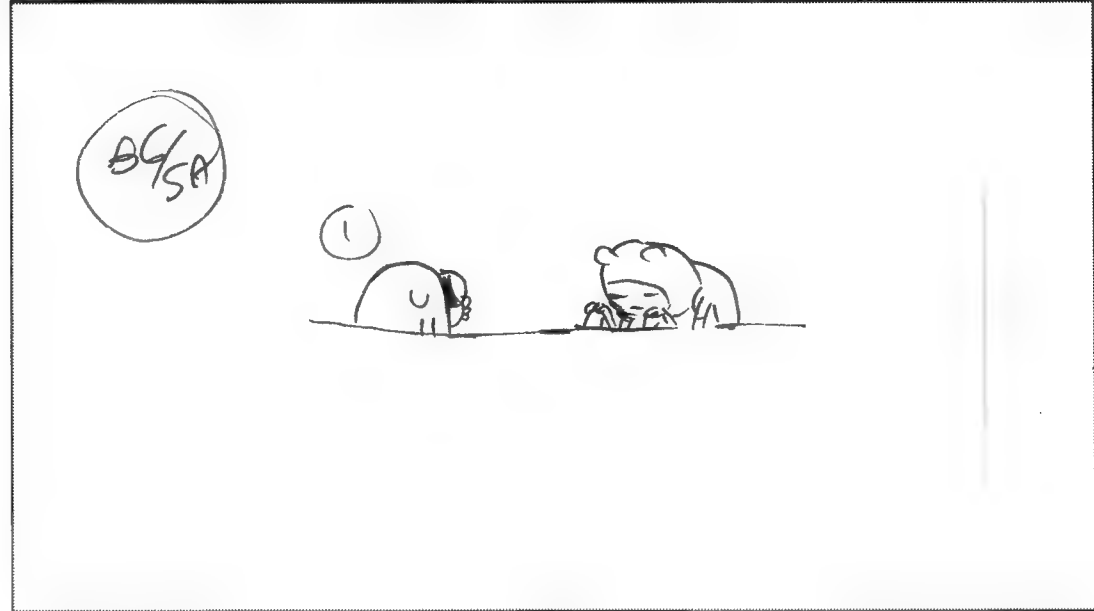


Page 171

Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



Dialog:

(F:) * SIGH *

(F:) (1) Sorry, sorry...
(2) But, look at it from where I'm sitting, →

Action:

Timing:



EPISODE #

1134-227

Production :

ADVENTURE TIME



Page 172

Sc.

140

Pnl.

A

Bg.

day night



Sc.

141

Pnl.

A

Bg.

day night



Dialog:

(J) All this funky
pizzazz that
only you can
see -

Action:

Timing:

(J:) that's like
the litera'l
definition of
a hallucination.

EPISODE # 11134-227

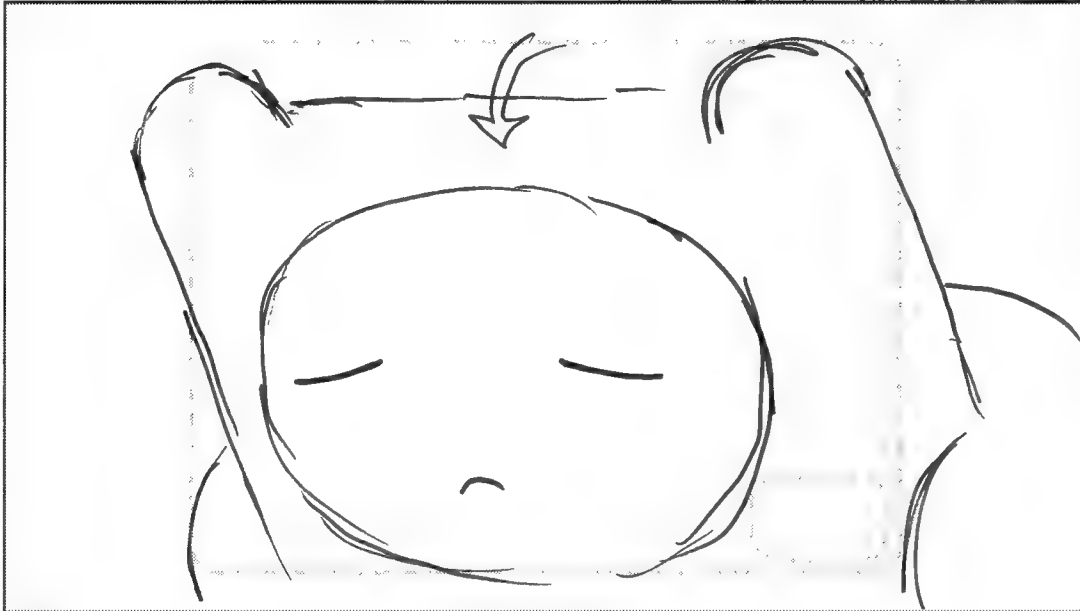
Production :

ADVENTURE TIME

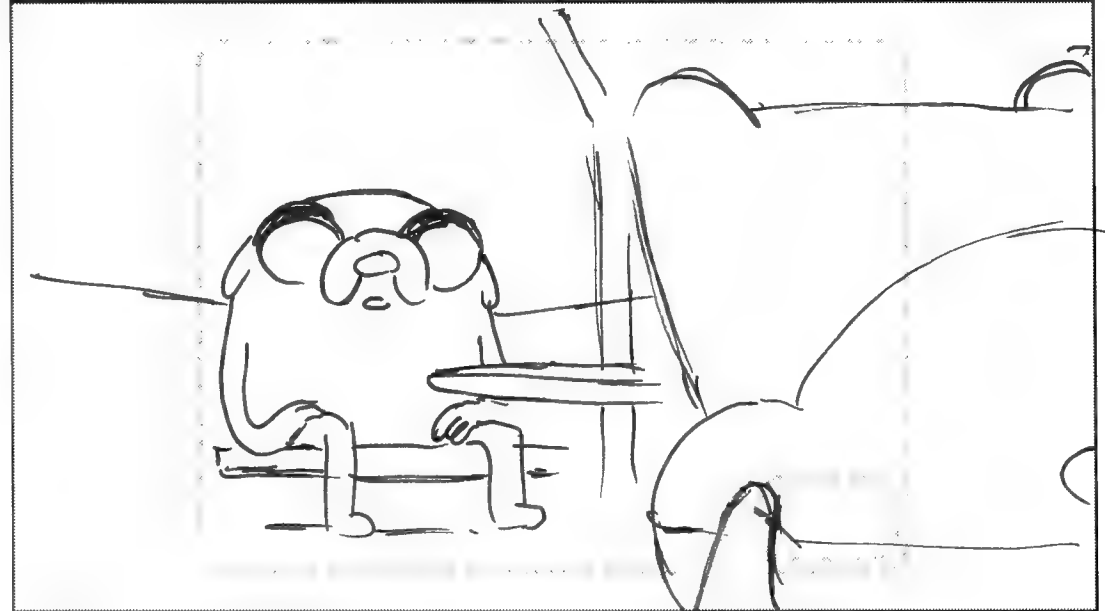


Page 173

Sc. 141 Pnl. B Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:

(F:) * SIGH *

(J:) I mean... either all that stuff is a dream,

Action:

Timing:

1134-227

EPISODE #

Production :

ADVENTURE TIME



174

Page 1

Sc.

Pnl.

Bg.

day night

Sc.

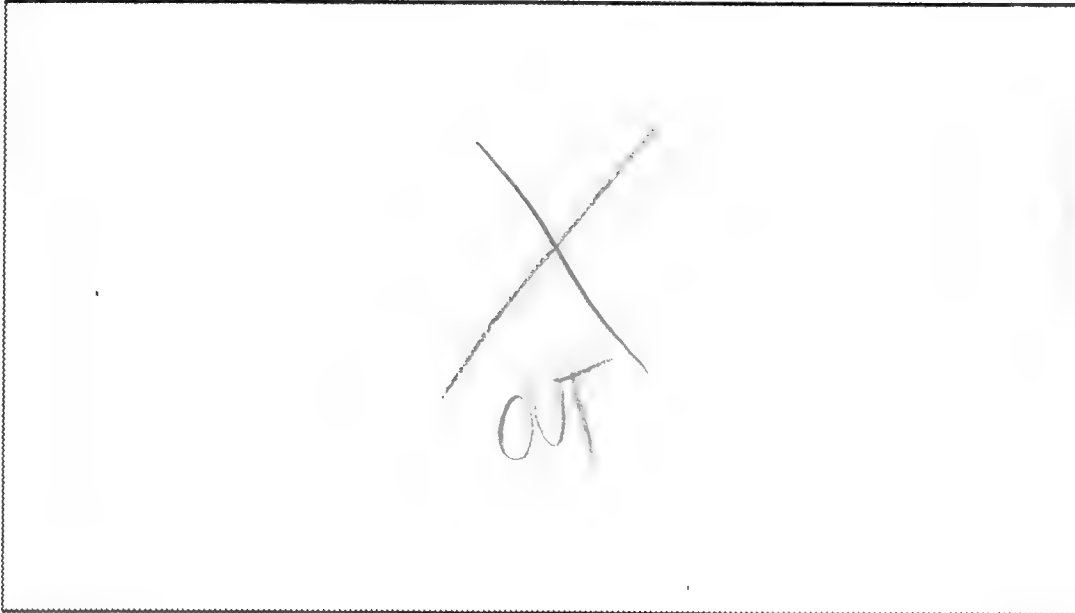
142

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

(J:) or, like, I'm
a dream -

11154-227

EPISODE #

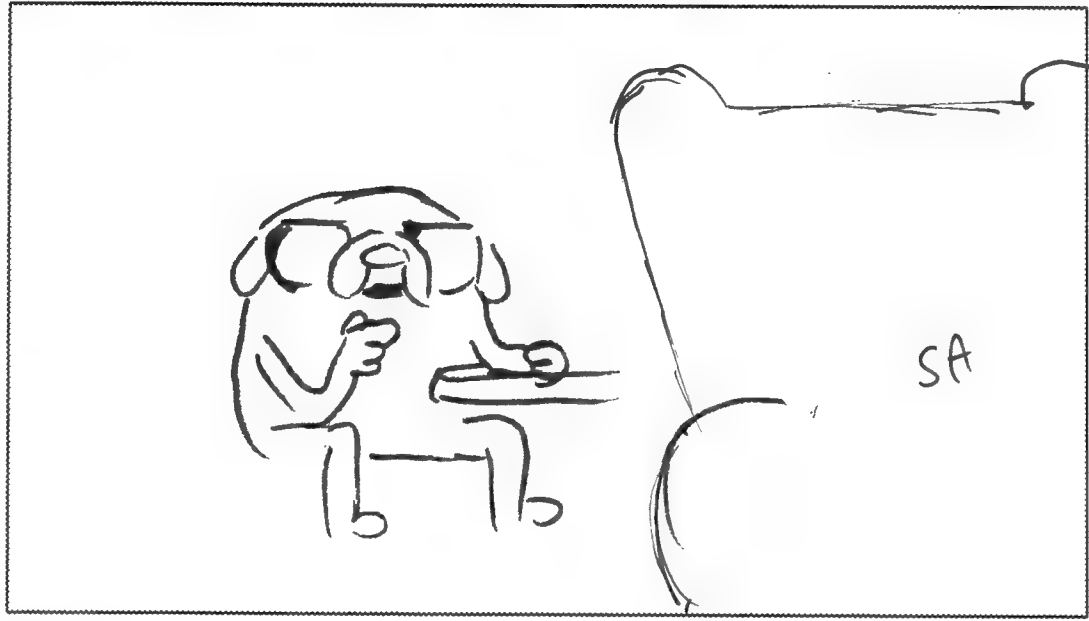
Production :

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ADVENTURE TIME



Sc. 142 Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:	(J:) And I ain't no dream, ya <u>heard</u> ?	(F:) Yeah I know, I heard,
Action:		
Timing:		

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EPISODE # 1034-227

Production :

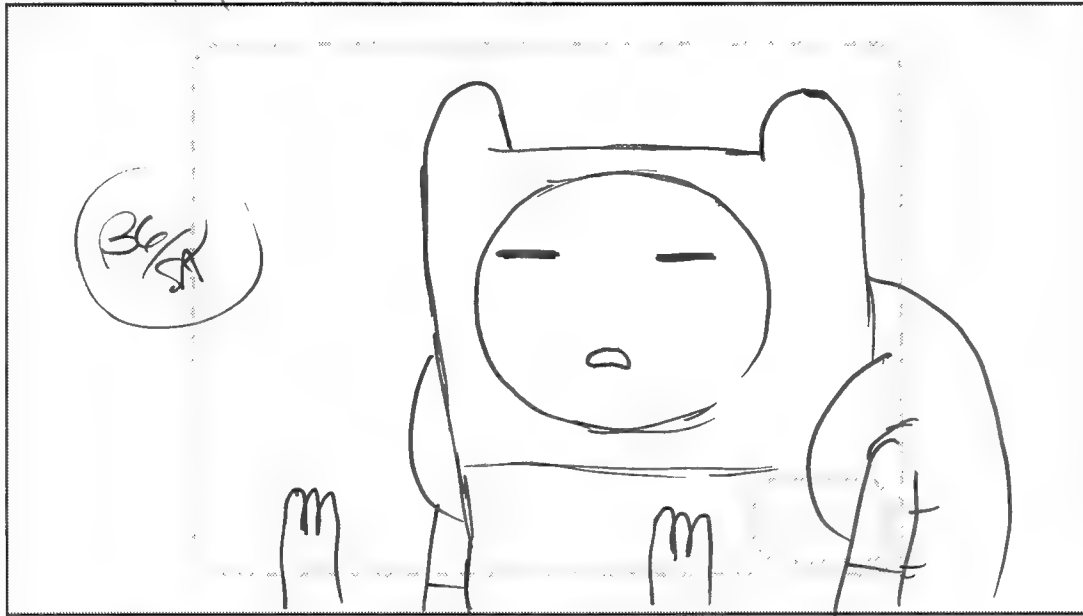
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ADVENTURE TIME

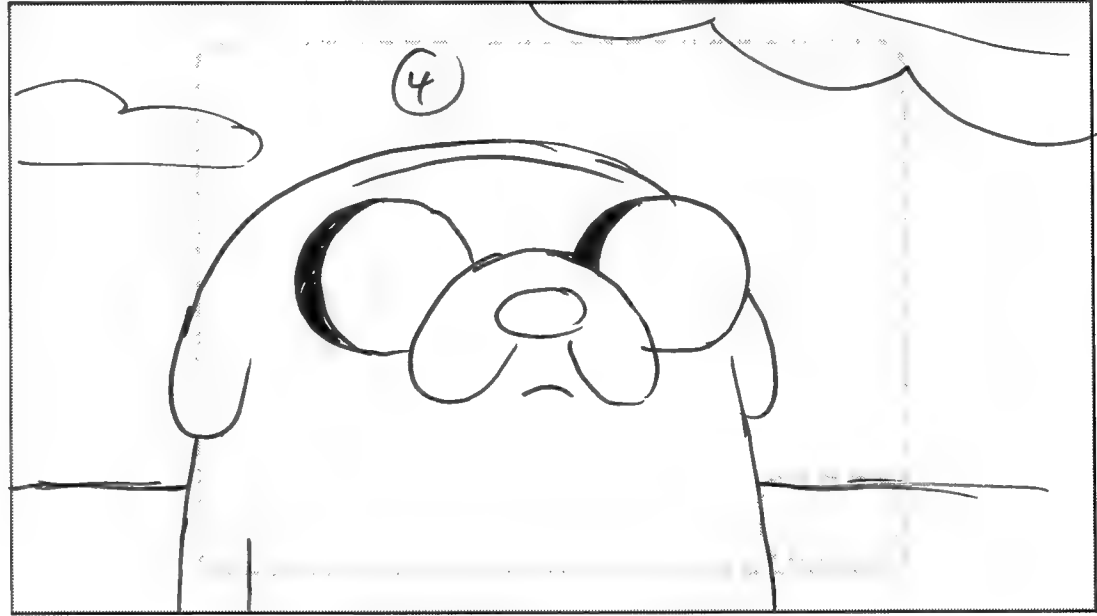


Page 176

Sc. 144 Pnl. A Bg. day night



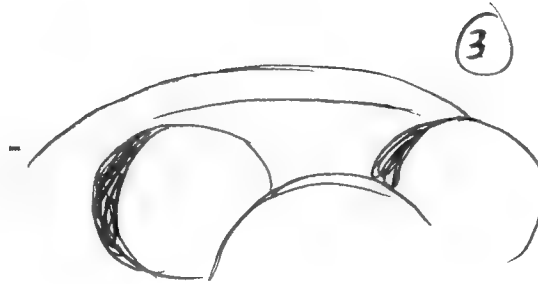
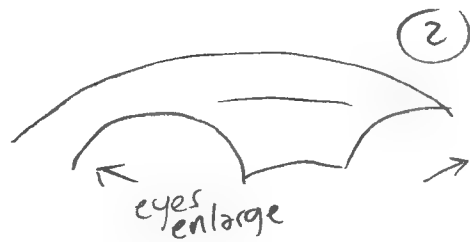
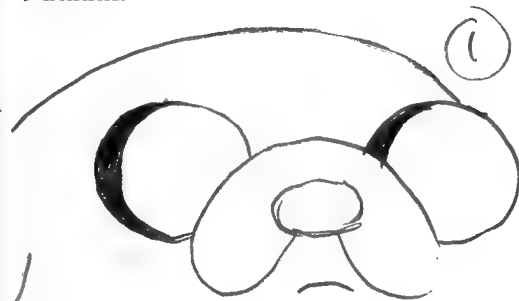
Sc. 145 Pnl. A Bg. day night



Dialog:

(F:) it's just that...

Action:



EPISODE # 1034-227

Production :

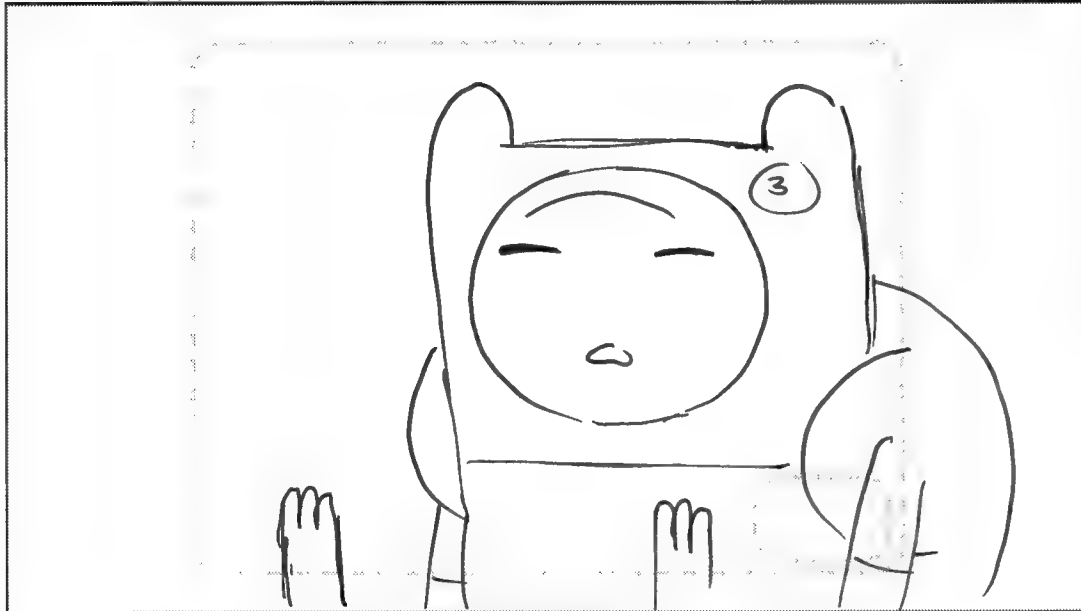
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ADVENTURE TIME

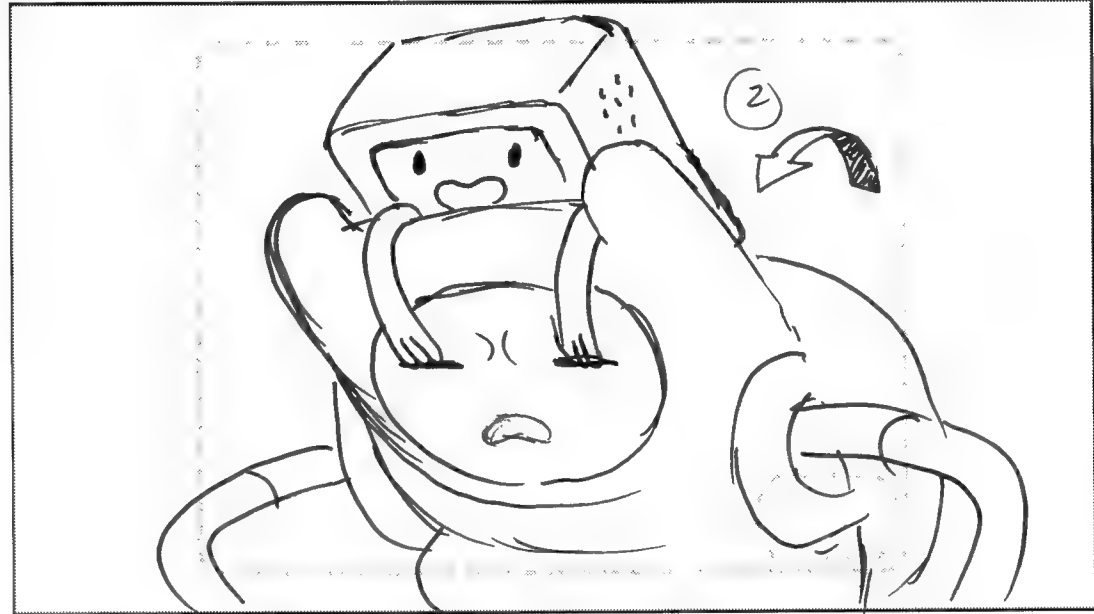


Page 177

Sc. 146 Pnl. A Bg. day night



Sc. 146 Pnl. B Bg. day night



Dialog:

(F:) Well...

(BMO) YAH!!

(FINN:) OOF

Ac

Til



- BMO leaps onto Finn's back and yanks his eyes open.



EPISODE # 1034-227

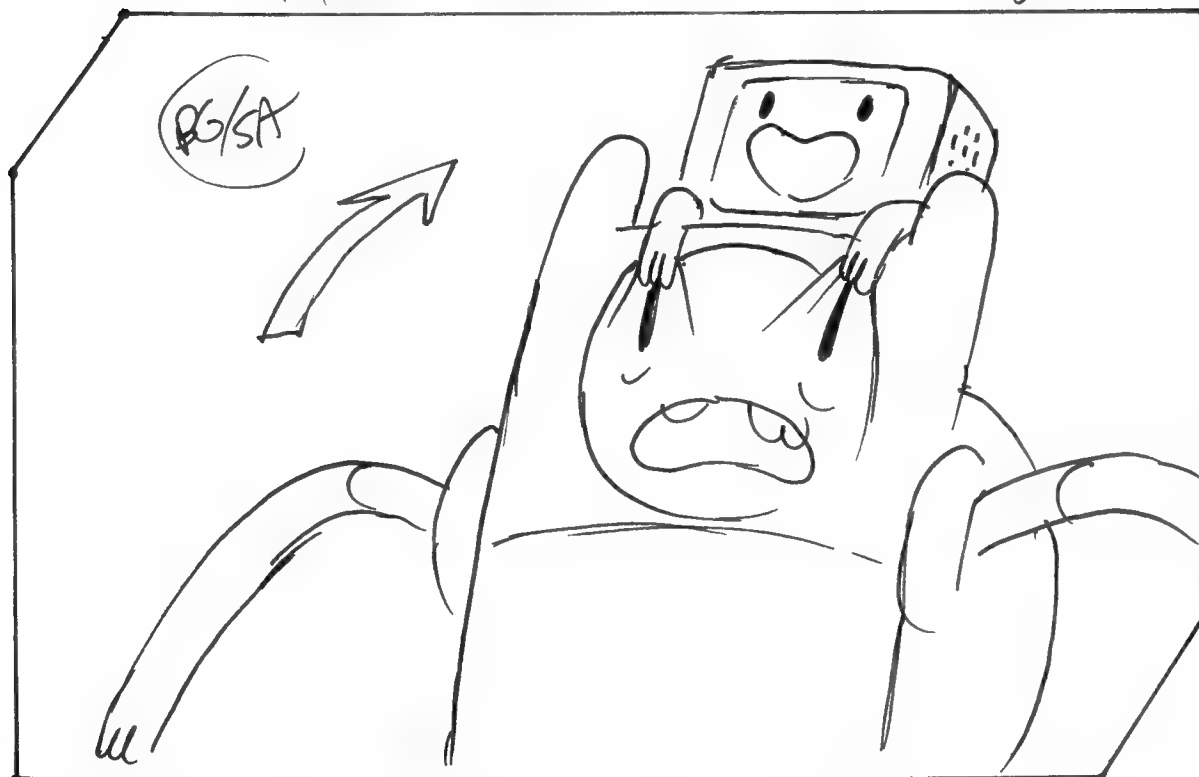
Production :

1034-227

Sc. 146

Pal. C

Bg.



(BMO:) OPEN UP!!

(FINN:) AAHH!!!

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ADVENTURE TIME

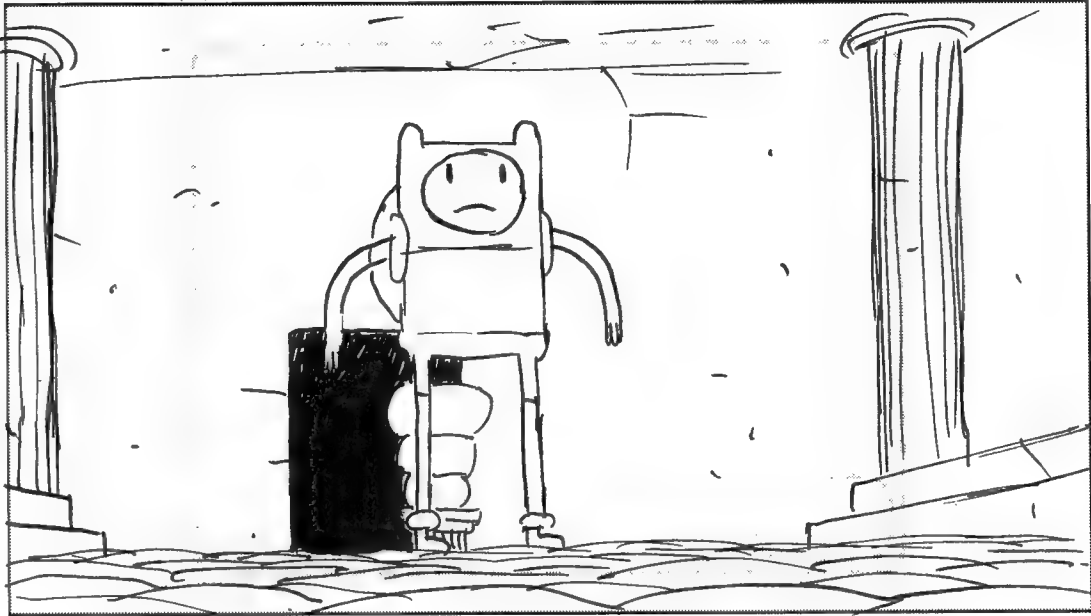


Page 179

Sc. 146 Pnl. D Bg. day night



Sc. 147 Pnl. A Bg. day night



Dialog:
Action:
Timing:

1034-227

EPISODE #

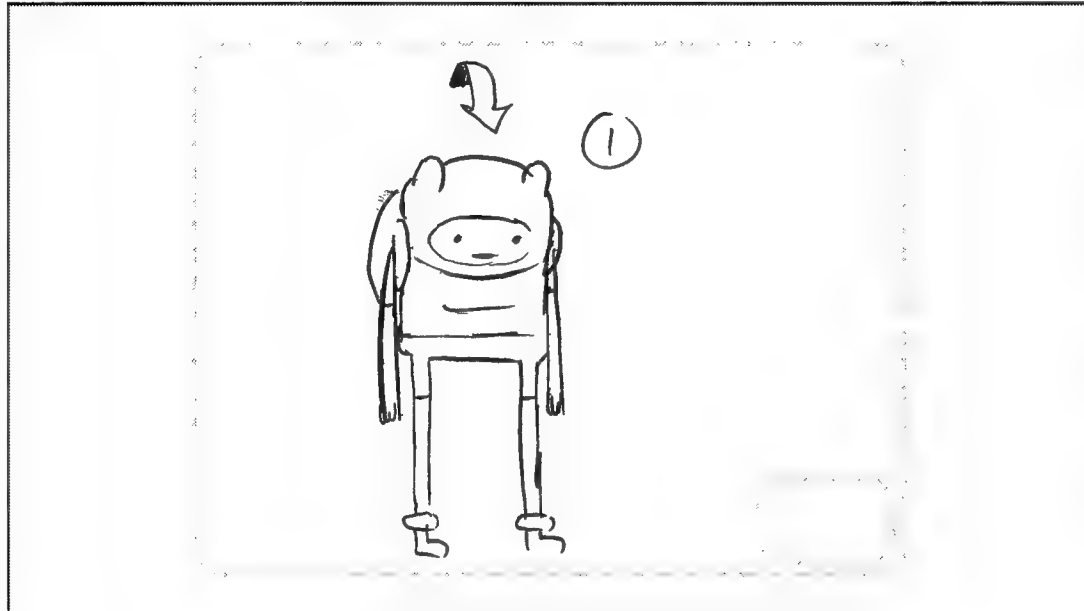
Production :

ADVENTURE TIME

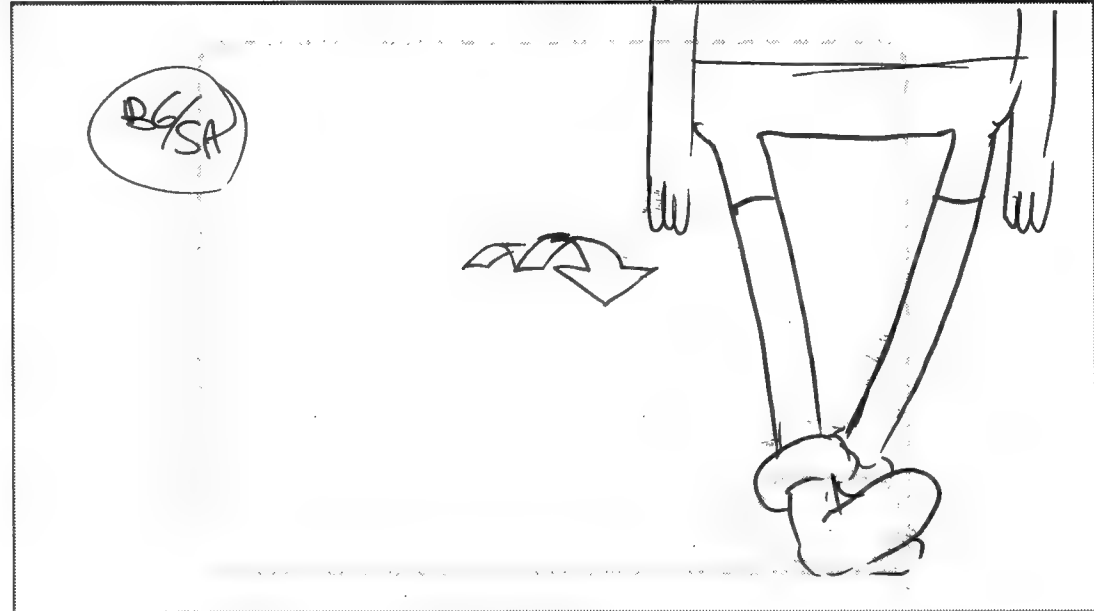


Page 186

Sc. 147 Pnl. B Bg. day night



Sc. 147 Pnl. C Bg. day night



Dialog:

(F) (1) * SIGH *

Action:



Timing:



FINN walks
with head
down, arms
limp, and
eyes
closed.

* (— —) eyes stay
closed

Production :

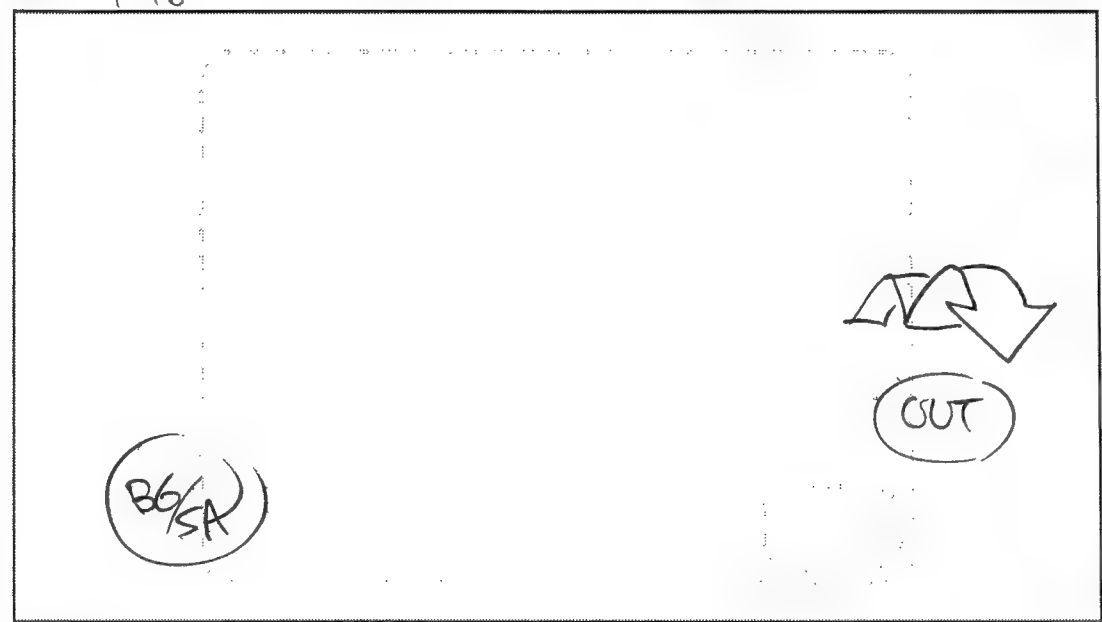
EPISODE #

1034-227

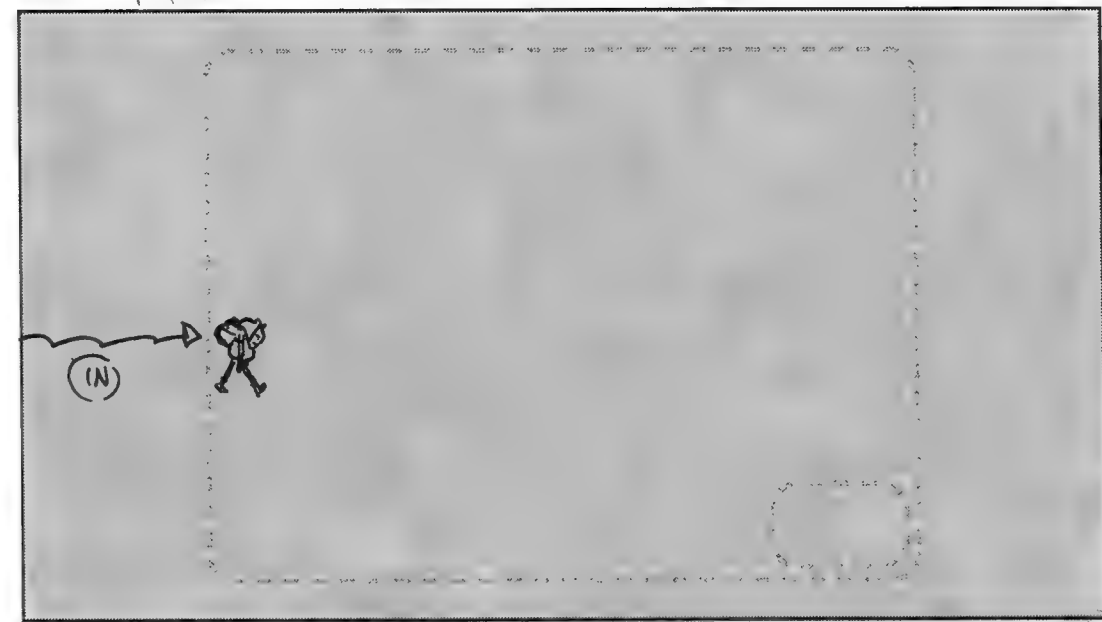
ADVENTURE TIME



Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:	(FINN) (V.O.) Ah, Jake...
Action:	
Timing:	

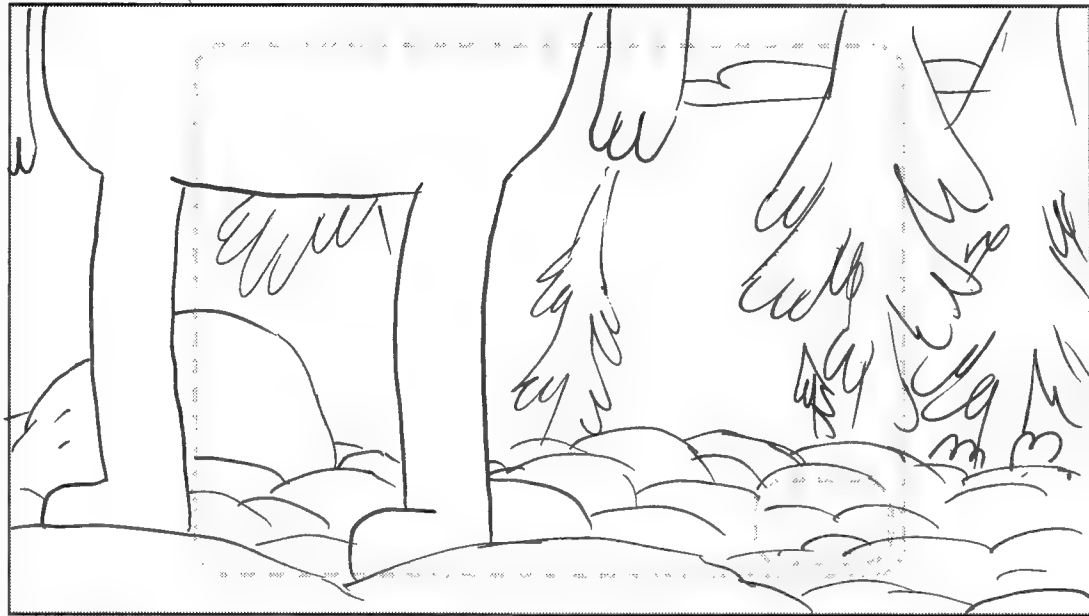
EPISODE # 1034-227
Production :

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ADVENTURE TIME




Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



Dialog:	
Action:	<div>① rocks shift</div> <div></div> <div>- Finn crawls up through rocks</div>
Timing:	

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Production :

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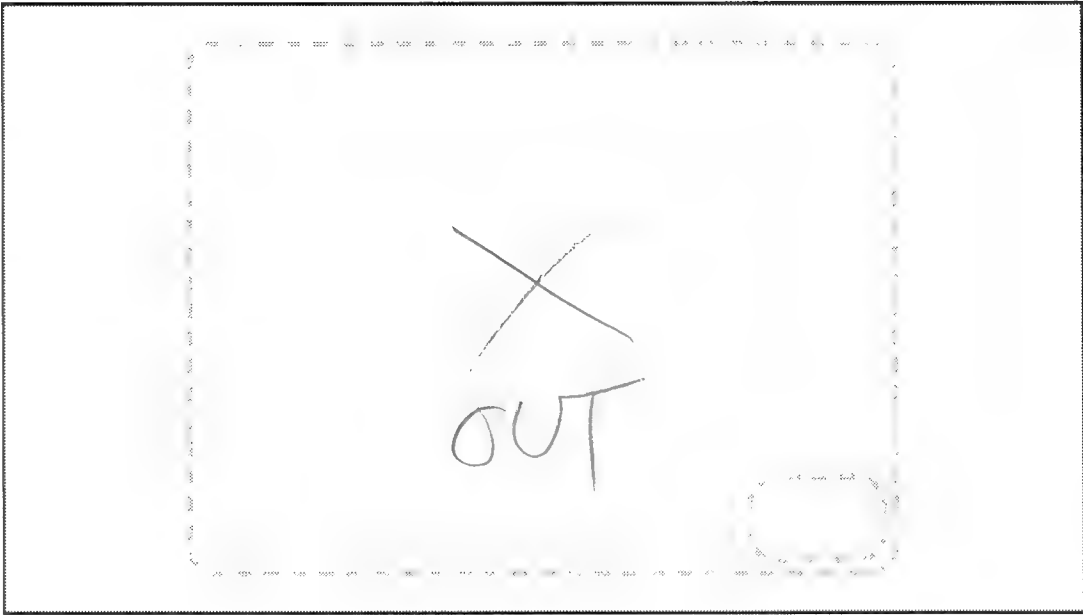
ADVENTURE TIME

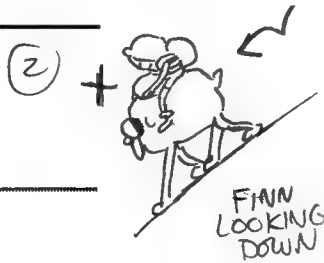


Sc. 150 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	 <p>FINN LOOKING DOWN</p>
Timing:	

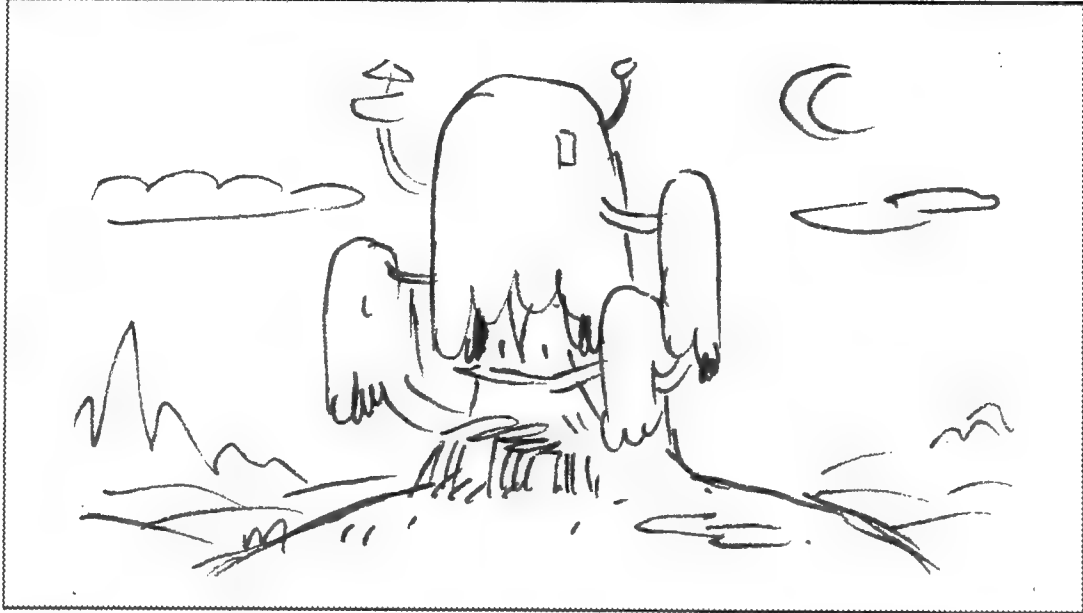
EPISODE # 1034-227
Production :

ADVENTURE TIME

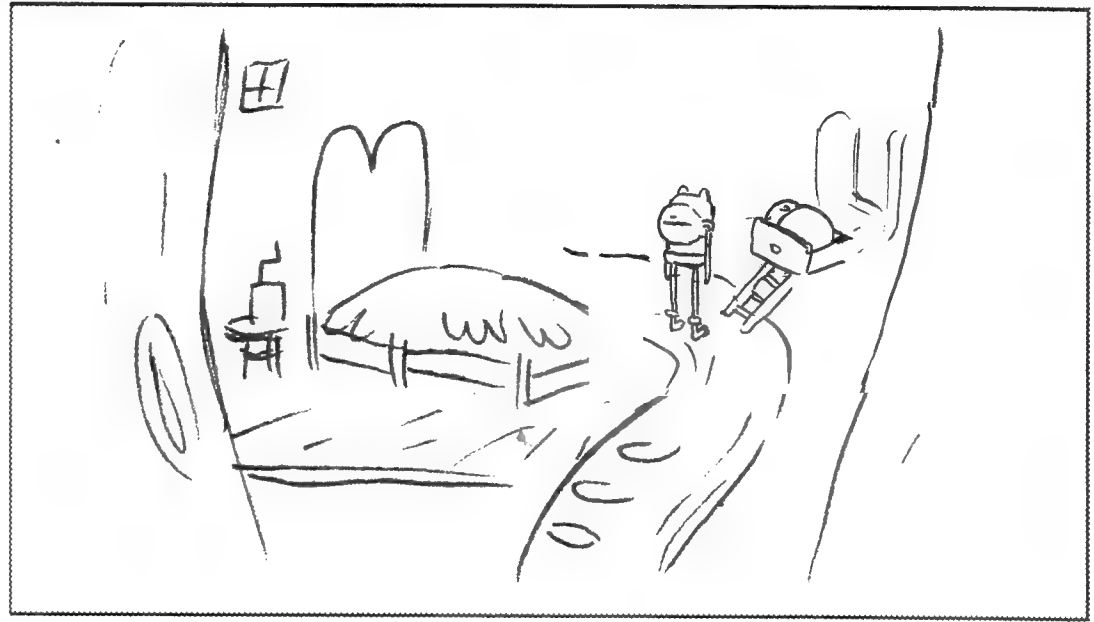


184

Sc. 151 Pnl. A Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:	(F) ^(V.O.) But I guess I gotta see this one through on my own...
Action:	
Timing:	

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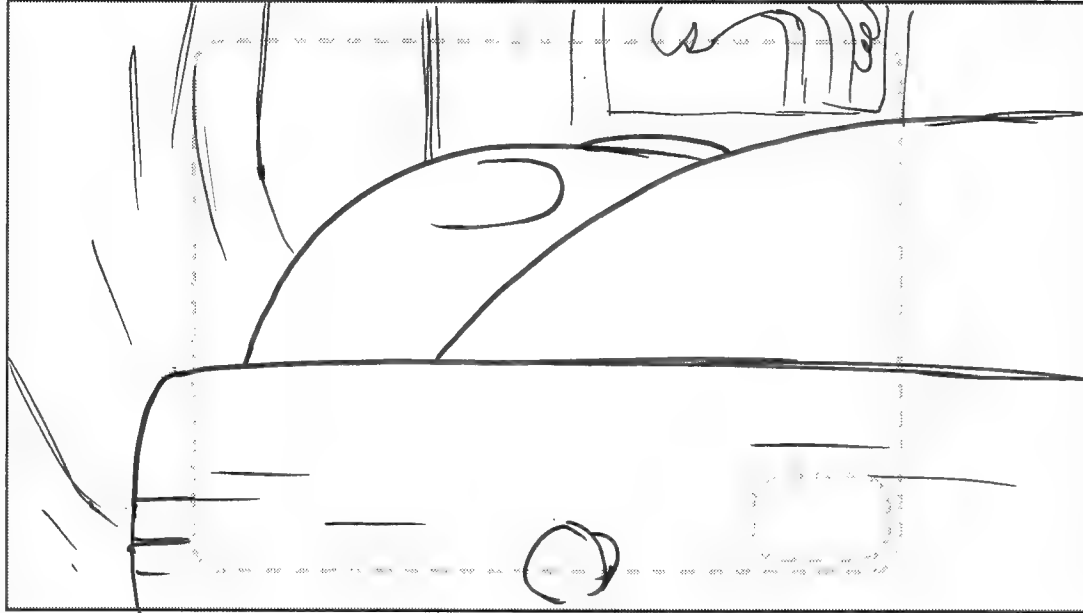
11134-227 EPISODE # Production :

ADVENTURE TIME

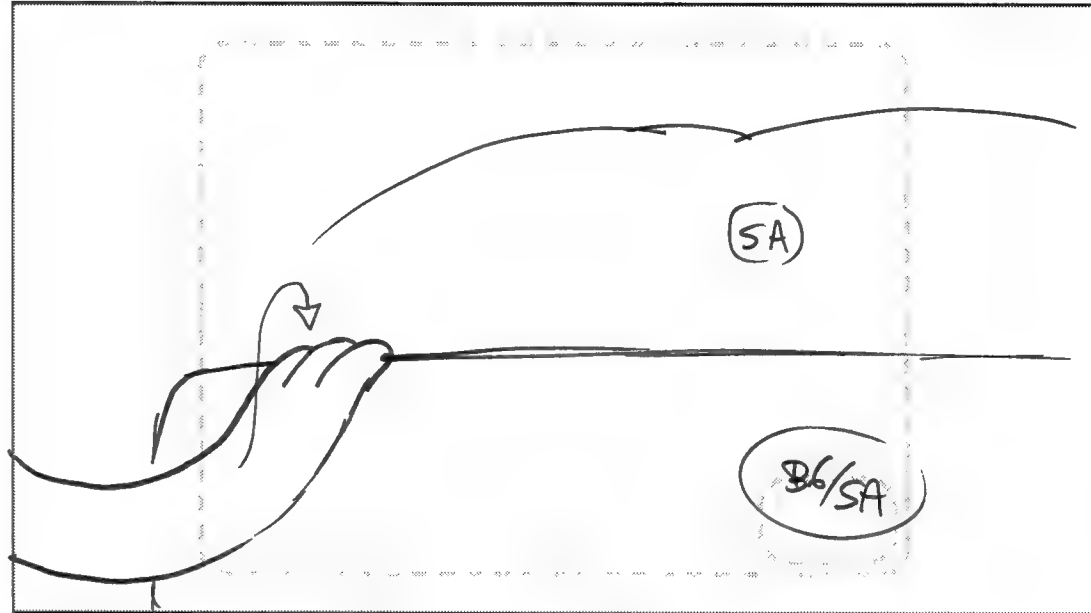


Page 153

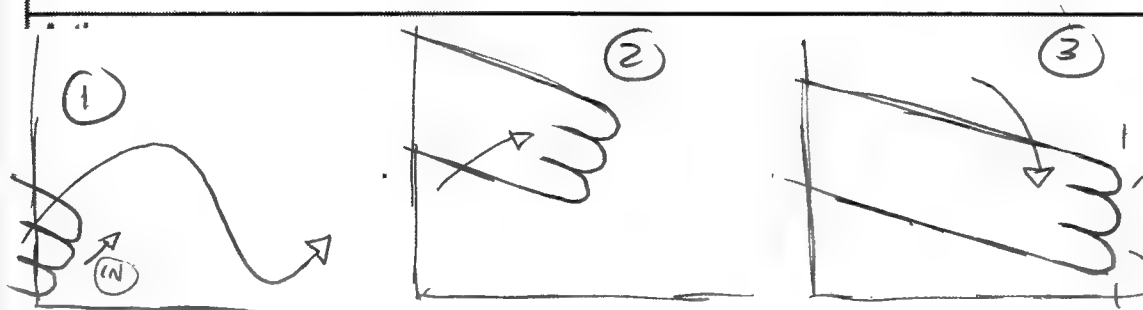
Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:



- Finn feels around blindly until his hand touches Jaker's bed.

1034-227

EPISODE #

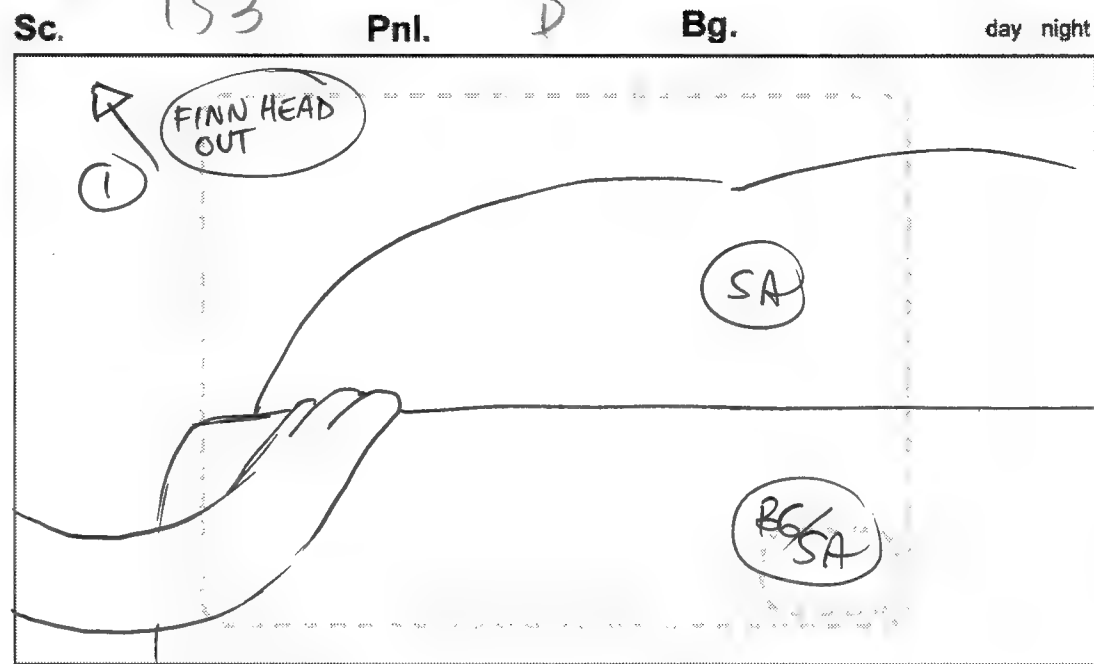
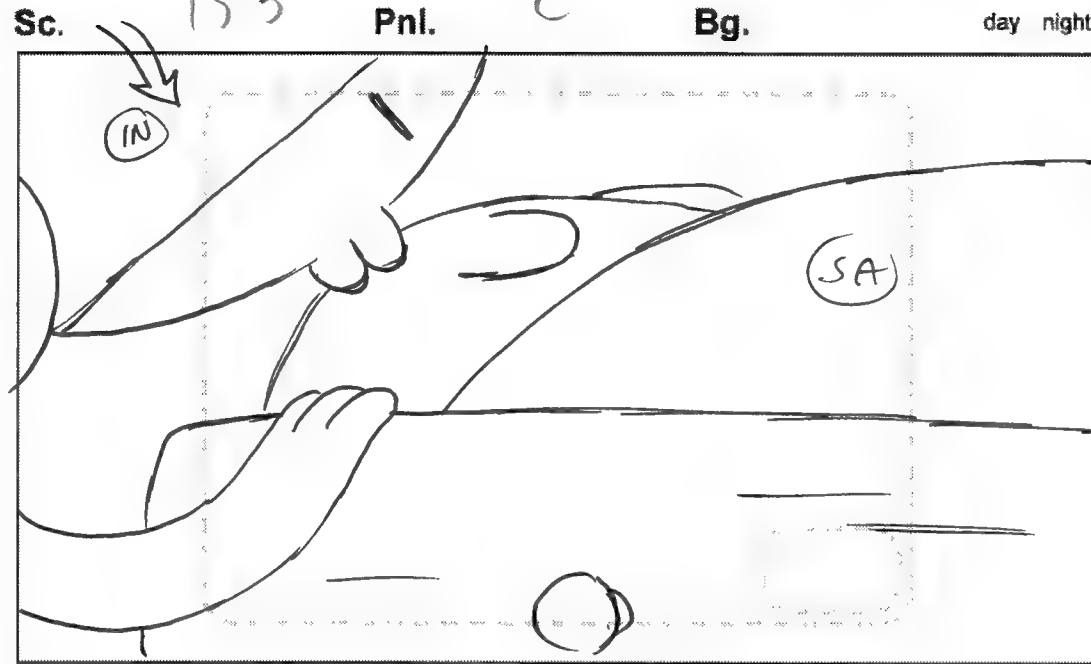
Production :

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ADVENTURE TIME



Page 106



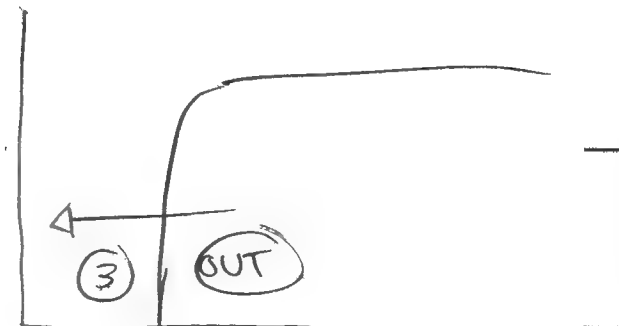
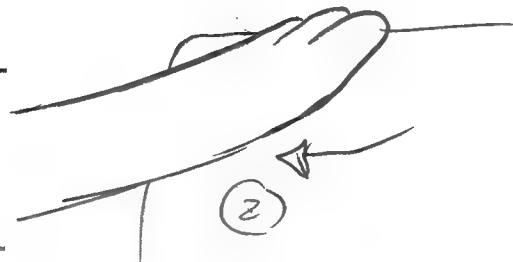
Dialog:

(F:) * KISS *

Action:

- Finn kisses Jake

Timing:



1034-227

EPISODE #

Production :

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ADVENTURE TIME



Page 187

Sc.

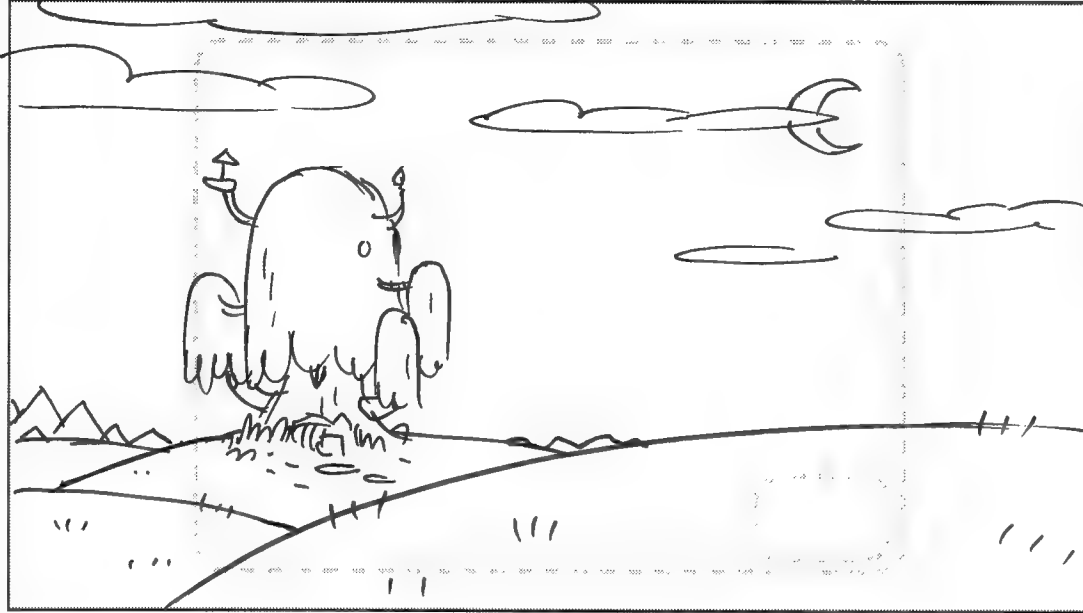
154

Pnl.

A

Bg.

day night



Sc.

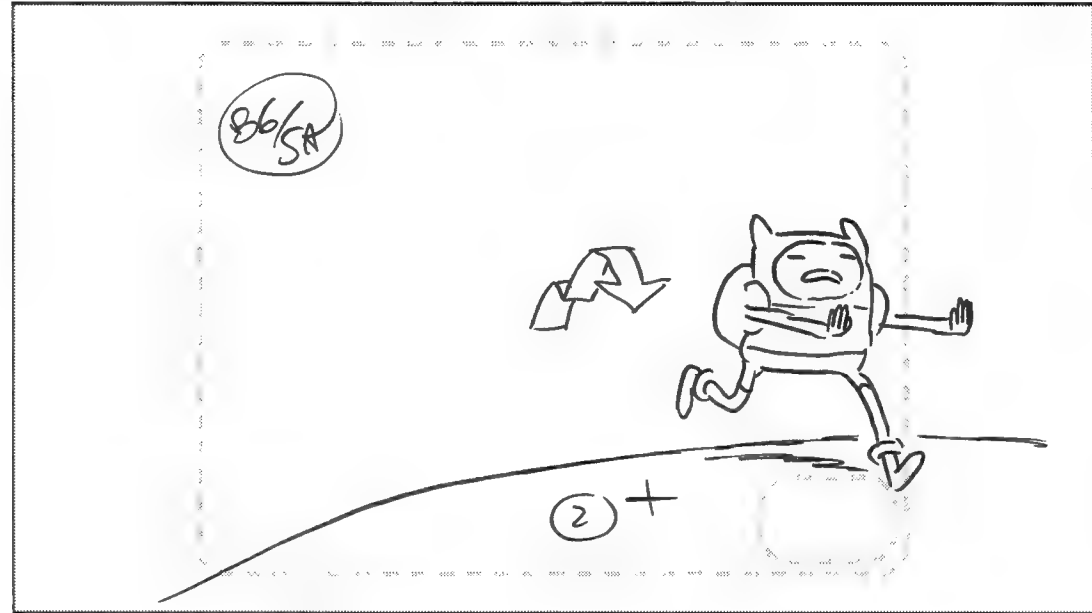
154

Pnl.

B

Bg.

day night



Dialog:

(FINN) (VO) I'll...I'll see you around, buddy...

Action:

-Finn runs over the hill and offscreen.

Timing:

→ (IN)
1 +

1054-227

EPISODE #

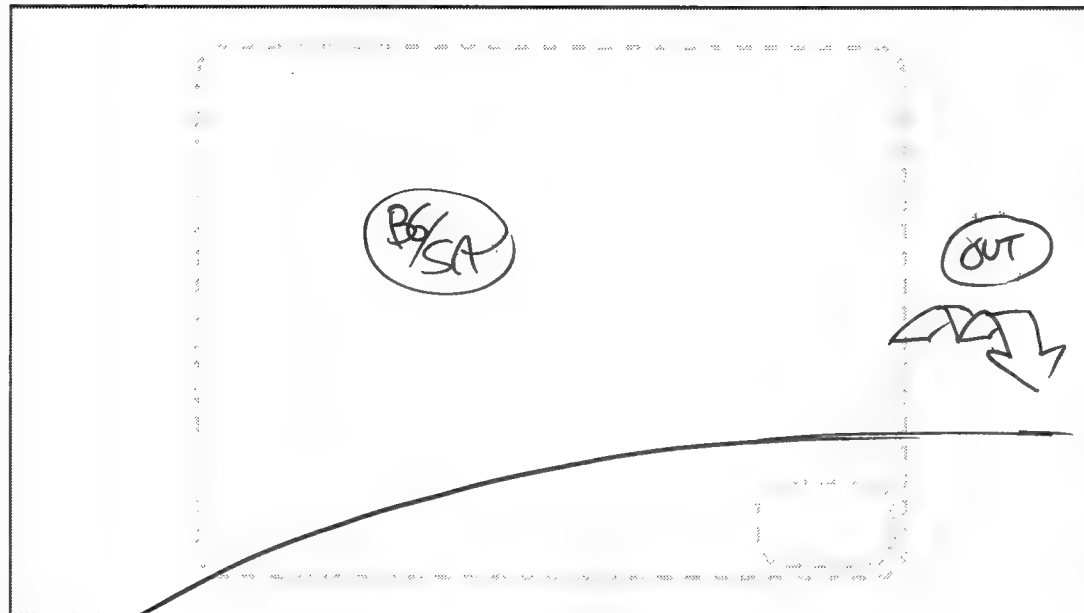
Production :

ADVENTURE TIME

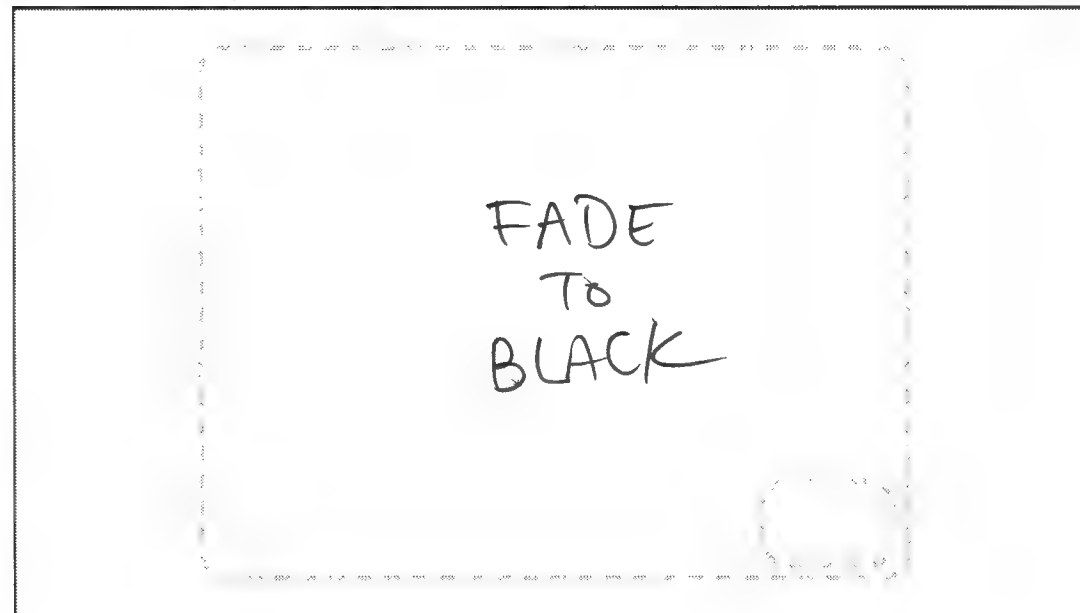


Page 188

Sc. 154 Pnl. C Bg. day night



Sc. 154 Pnl. D Bg. day night



Dialog:

(JAKE) (V.O.): ≡ smek smek ≡ [half-asleep]... wow, Lady.. I never
knew you were a submarine... *mmm smek.*
[falls back asleep]

Action:

ALT

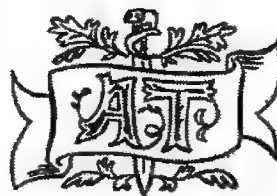
Timing:

1034-227

EPISODE #

Production :

ADVENTURE TIME

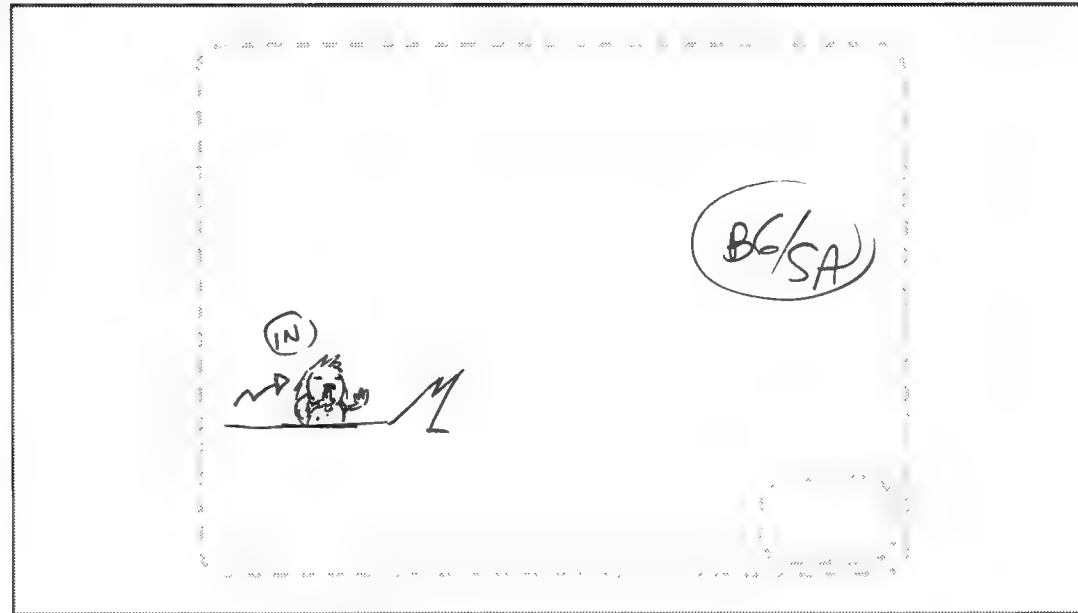


Page 189

Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:	(F:) * panting * [growing louder →]
Action:	
Timing:	

1054-227

EPISODE #

Production :

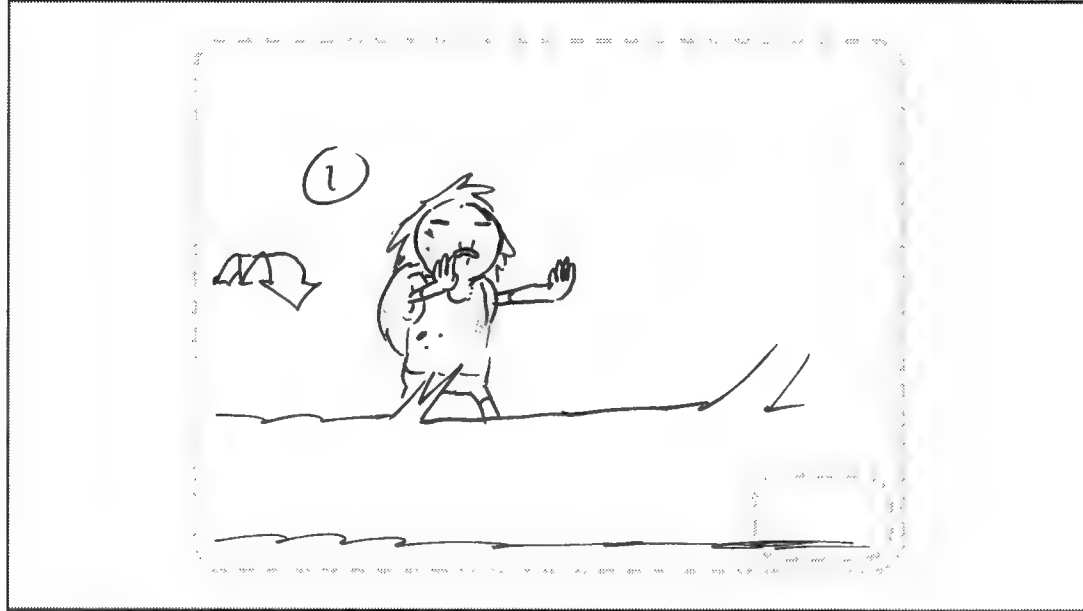
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ADVENTURE TIME



Page 190

Sc. 155 Pnl. C Bg. day night



Sc. 155 Pnl. D Bg. day night



Dialog:

(F:) OOOF

(SFX) SLAM

(F:) * panting, catching his breath *

Action:



- Finn trips and falls over log.
- Finn's shirt gets snagged on broken branch.



Timing:

1034-227

EPISODE #

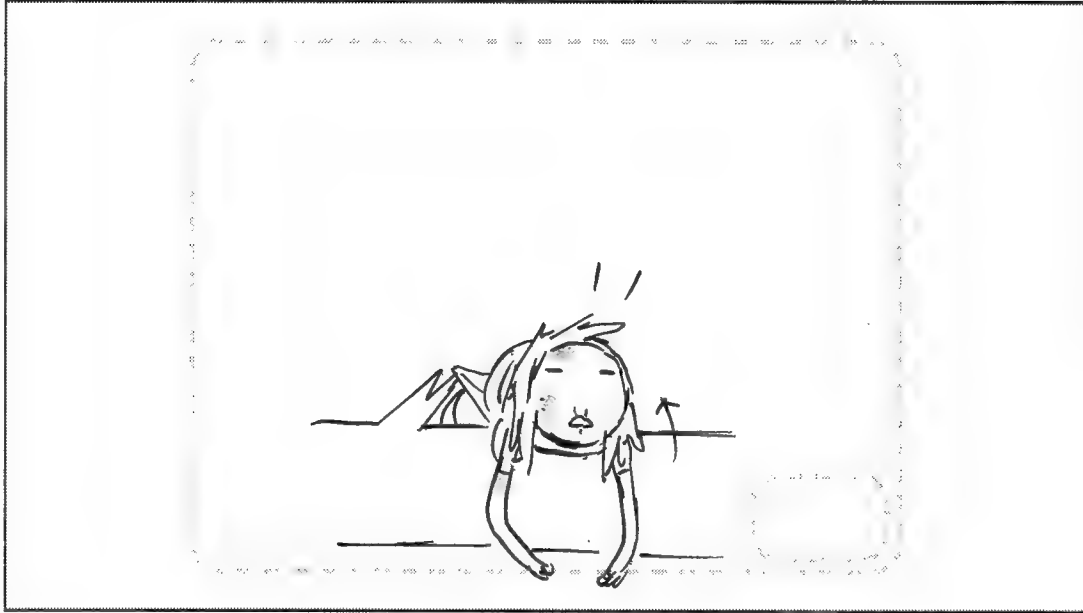
Production :

ADVENTURE TIME

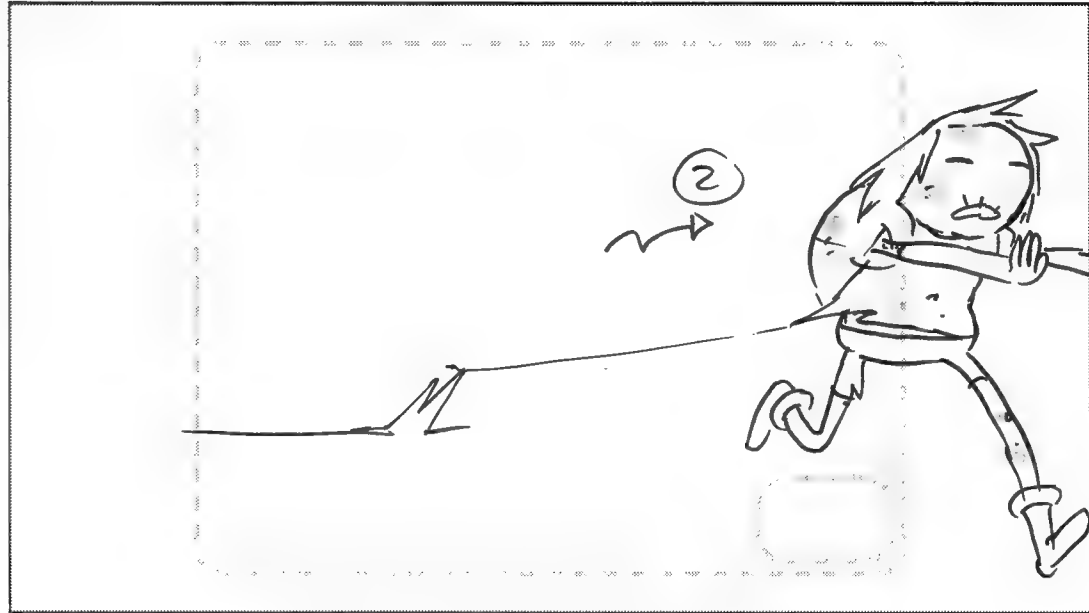


Page 191

Sc. 155 Pnl. E Bg. day night



Sc. 155 Pnl. F Bg. day night



Dialog:

(SFX:) BURBLING BROOK

(FINN:) * excited panting *

(SFX:) zzzzzzzzz [thread unraveling]

Action:

- Finn hears running water.

Timing:



- Finn runs offscreen
- A thread from Finn's shirt remains caught on the branch

EPISODE # 1034-227

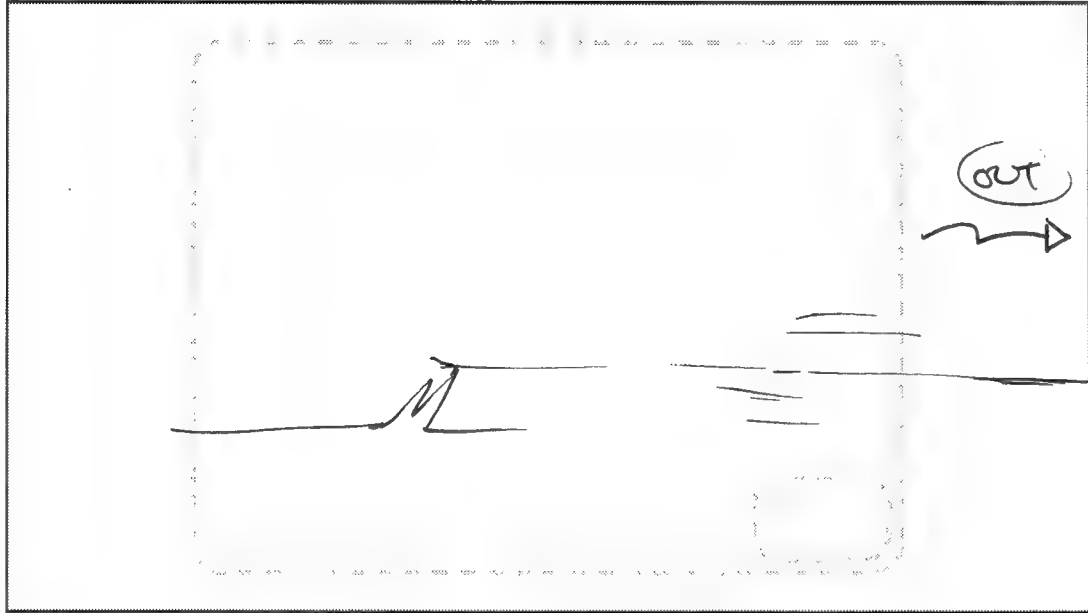
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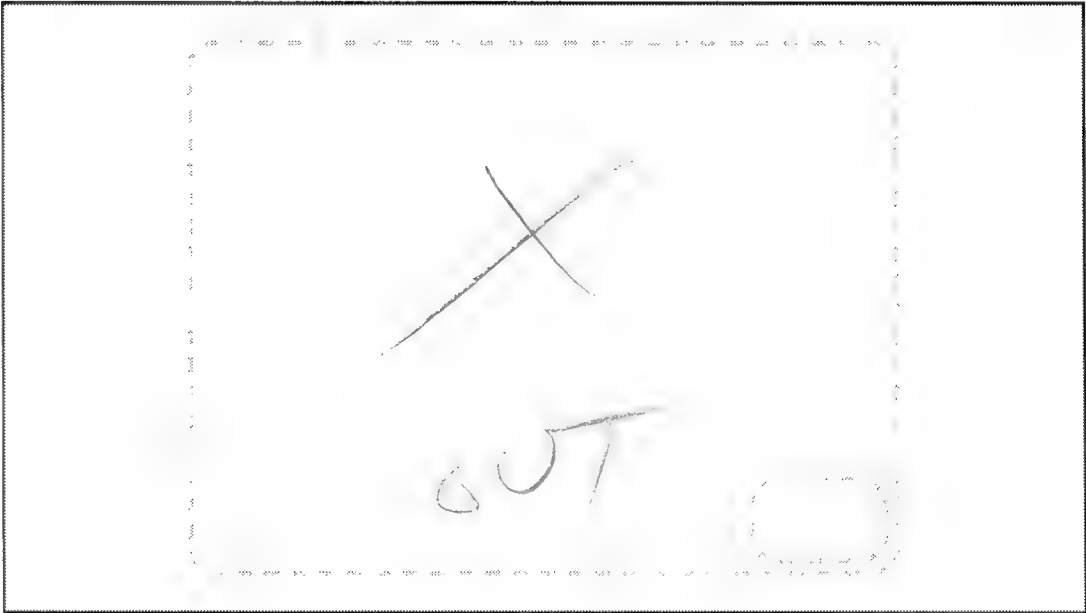
ADVENTURE TIME



Sc. 155 Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(Sfx:) zzzzzzz
Action:
Timing:

EPISODE # 1034-227
Production :

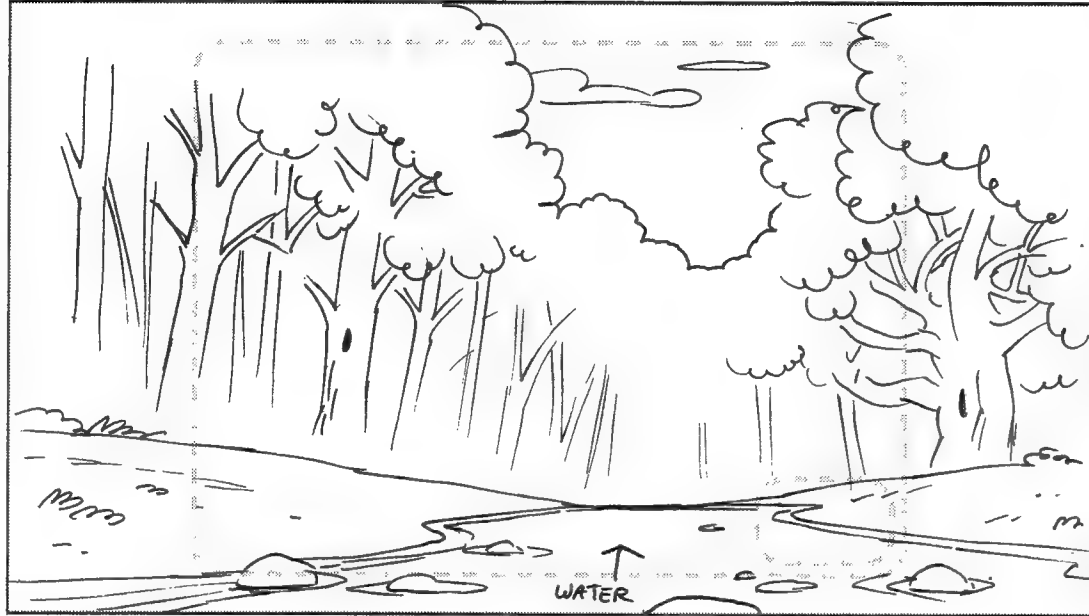
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ADVENTURE TIME

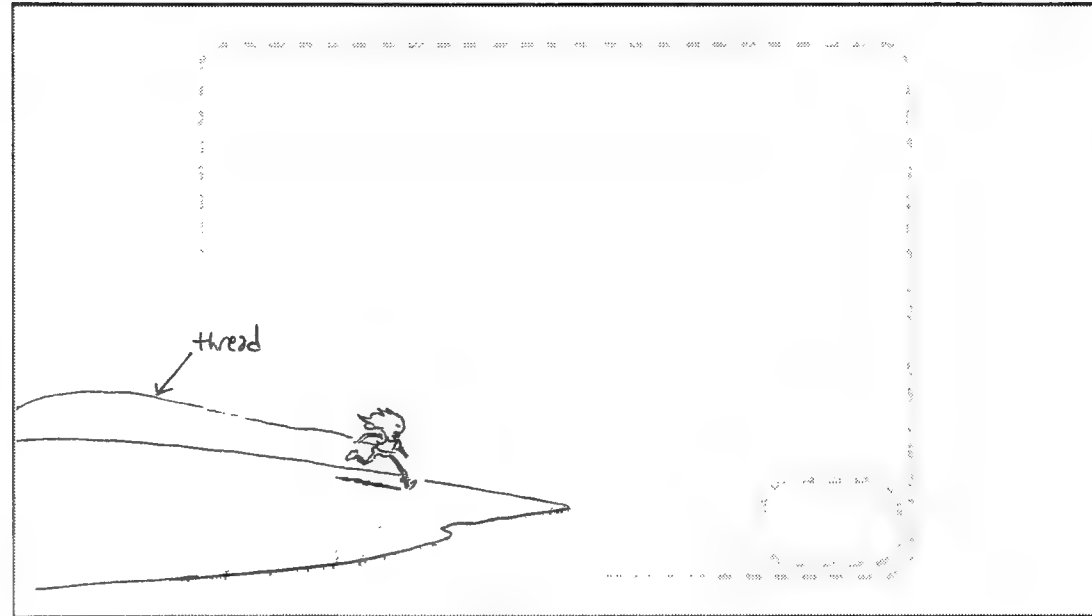


Page 193

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

Action:

Timing:

(SFX) z z z z z z z z



- Finn runs up to riverbank

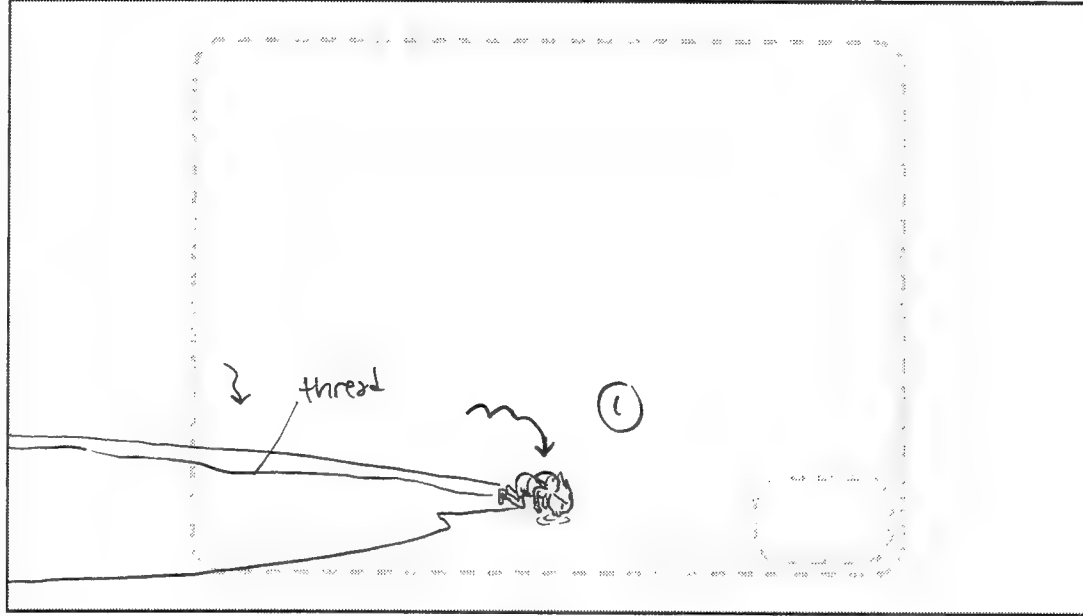
EPISODE # 1034-227

Production :

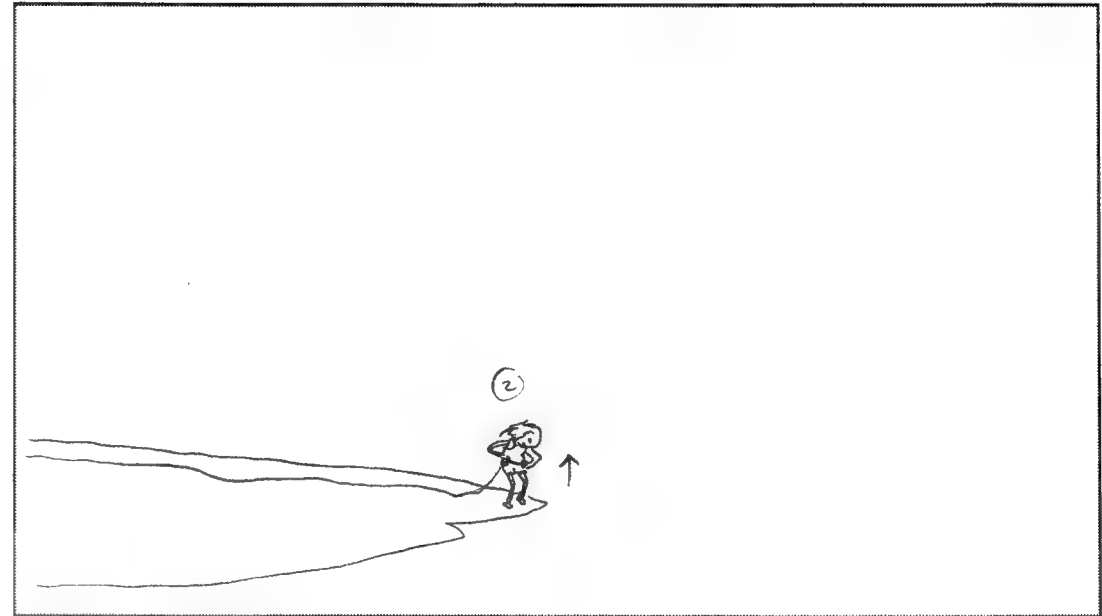
ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night



Sc. 156 Pnl. D Bg. day night



Dialog:

(F.) * slurp slurp slurp *
(2) AHH!

Action:

- Finn bends down
and drinks from
RIVER

- Finn strips down to his underwear -

Timing:



1034-227

EPISODE #

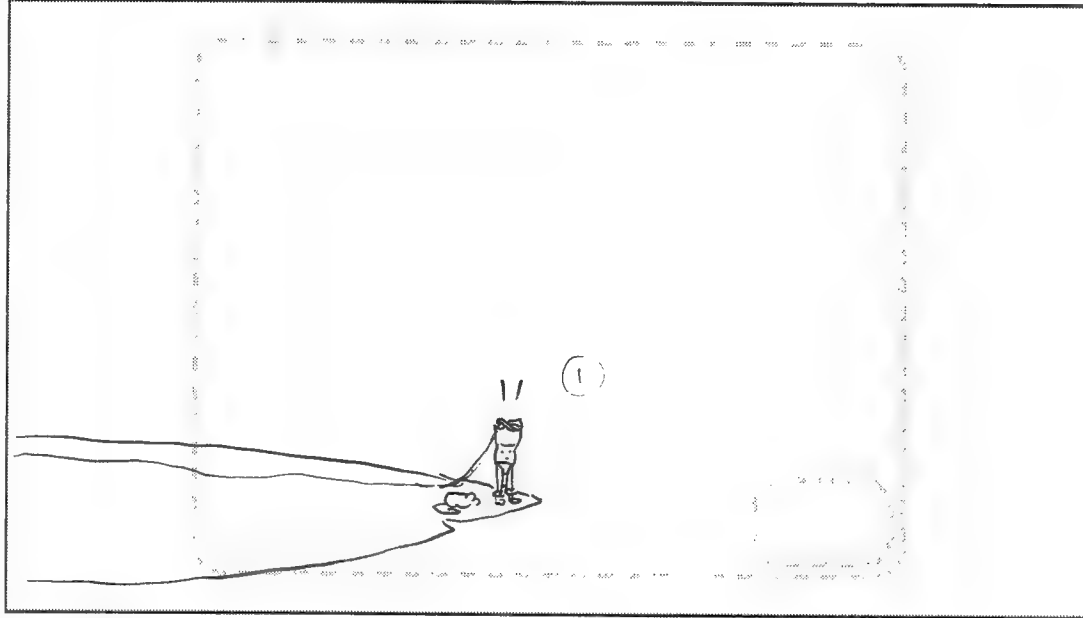
Production :

ADVENTURE TIME

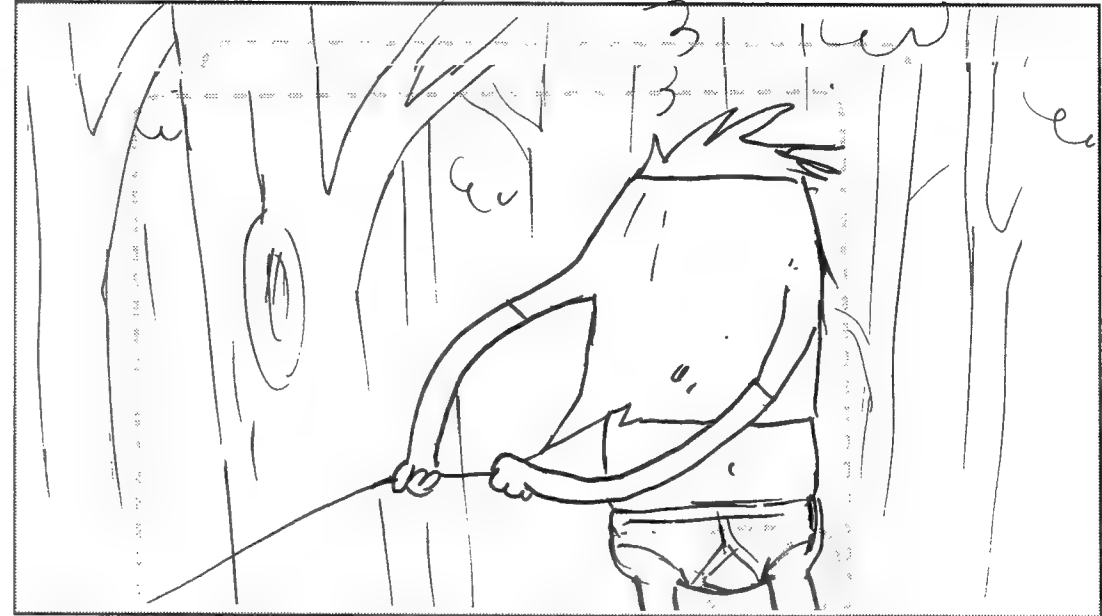


Page 195

Sc. 156 Pnl. E Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:

(F:) (4:) what the? ...

Action:



- when taking off his shirt, Finn notices the caught thread.

Timing:

1134-227

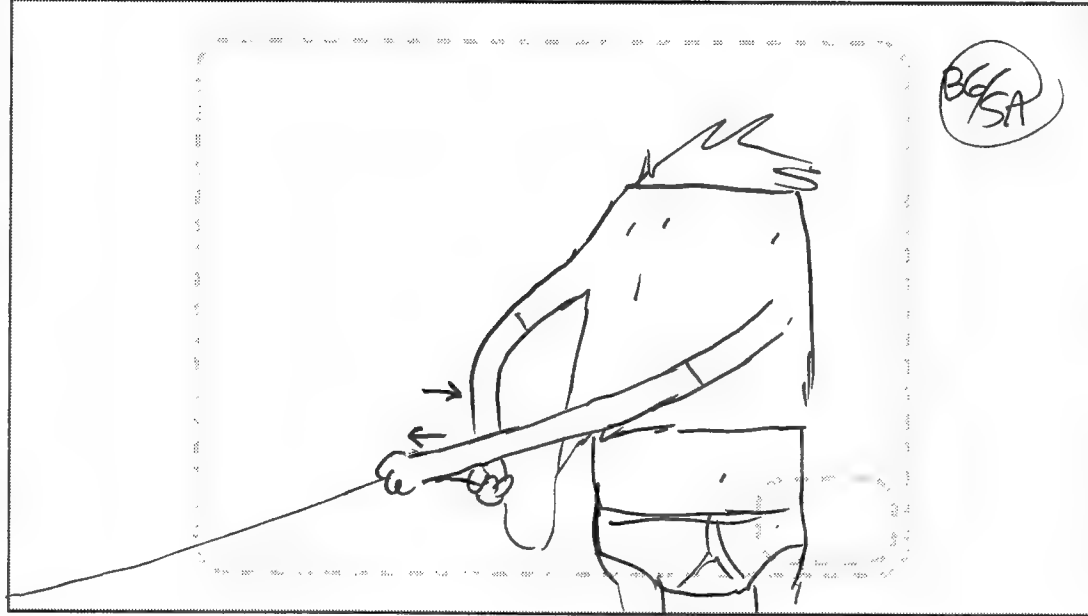
EPISODE #

Production :

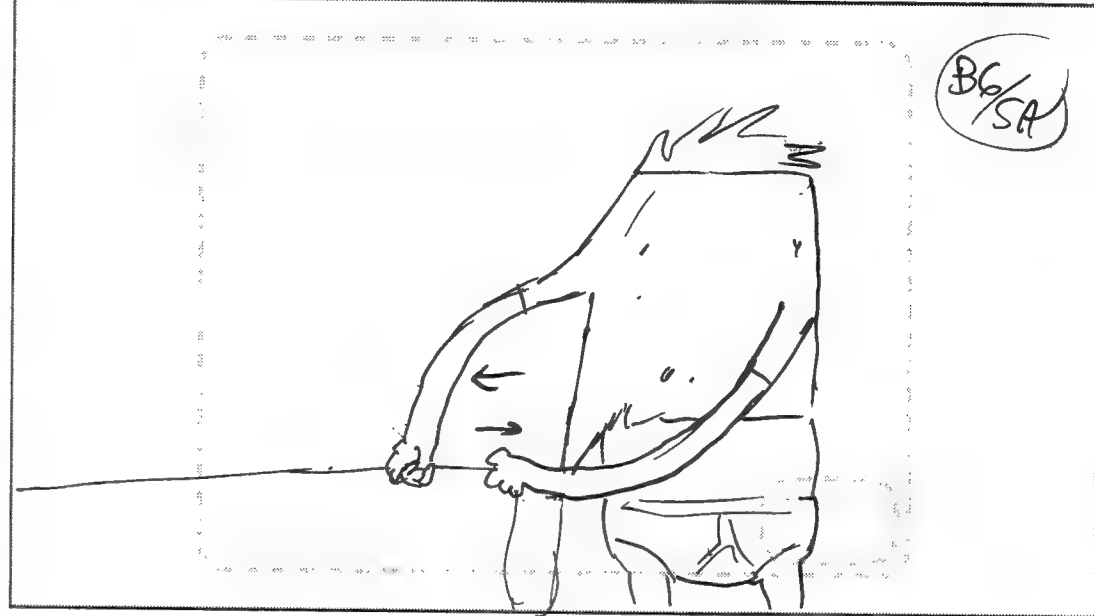
ADVENTURE TIME



Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:

Action:

- Finn reels in the slack thread.

Timing:

1034-227

EPISODE #

Production :

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ADVENTURE TIME



Page 197

Sc.

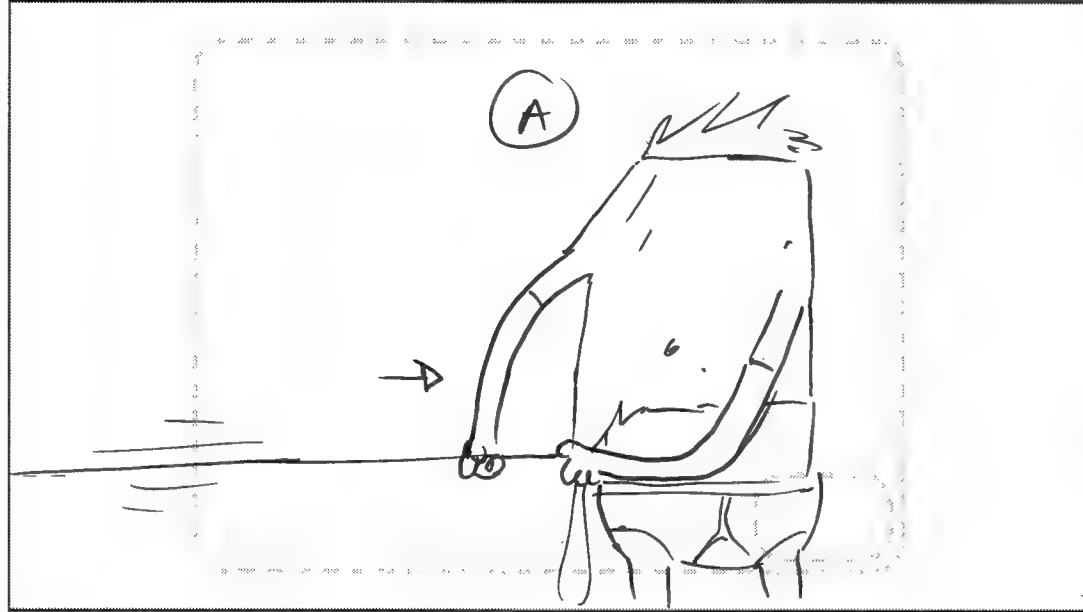
157

Pnl.

D

Bg.

day night



Sc.

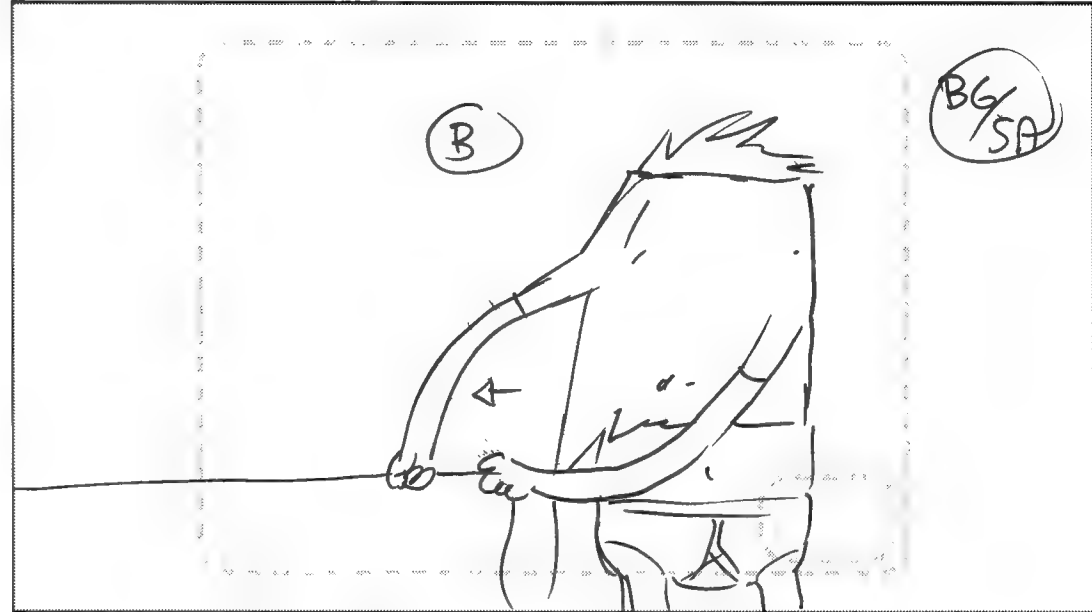
157

Pnl.

E

Bg.

day night



Dialog:

(SFX) = TOINK TOINK =

Action:

(FINN) (A) (B) (A) (B)

- Finn tugs twice on the caught thread.

Timing:

1134-227

EPISODE #

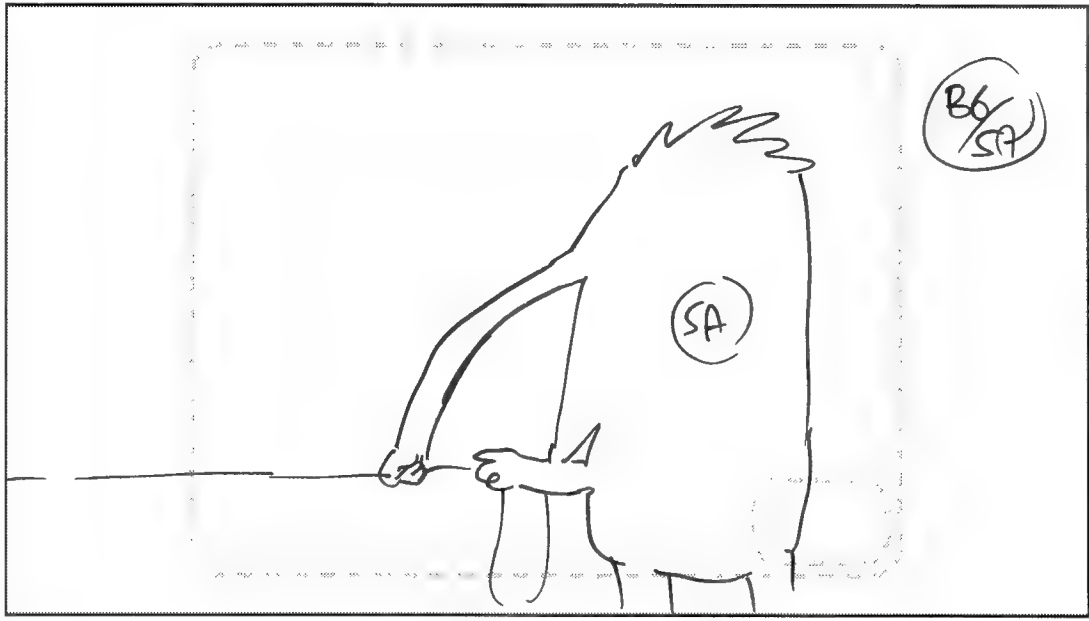
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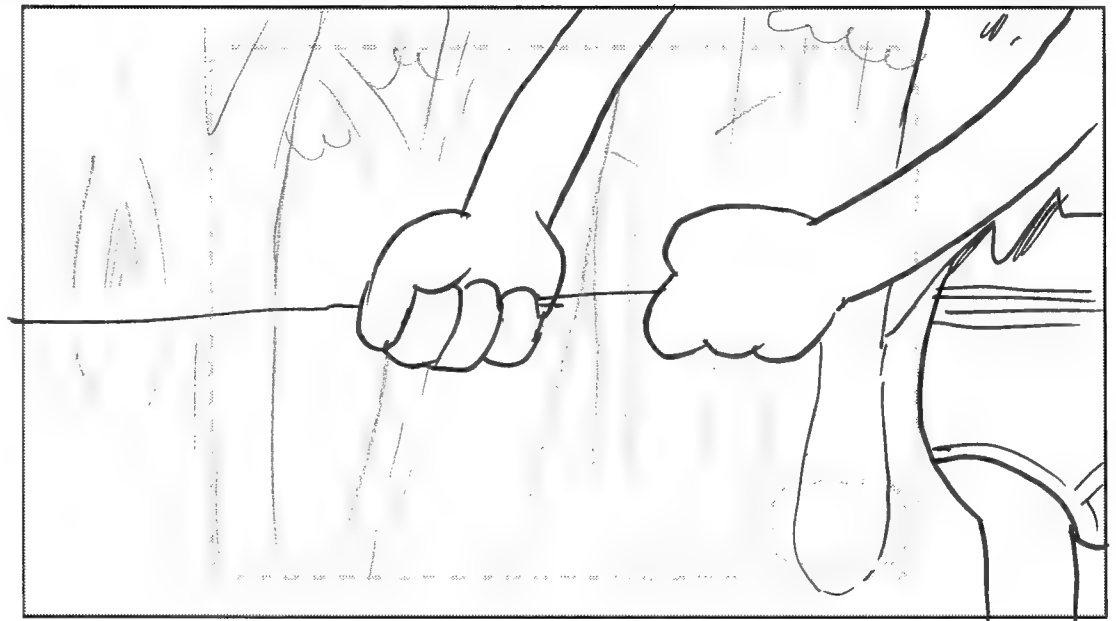
ADVENTURE TIME



Sc. 157 Pnl. F Bg. day night



Sc. 158 Pnl. A Bg. day night

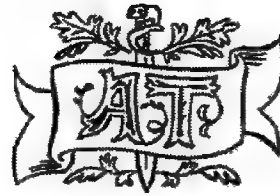


Dialog:	(FINN) *GASP!* NO - how long has this been going on?!
Action:	
Timing:	

EPISODE # 1034-227
Production :

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ADVENTURE TIME



Page 179

Sc.

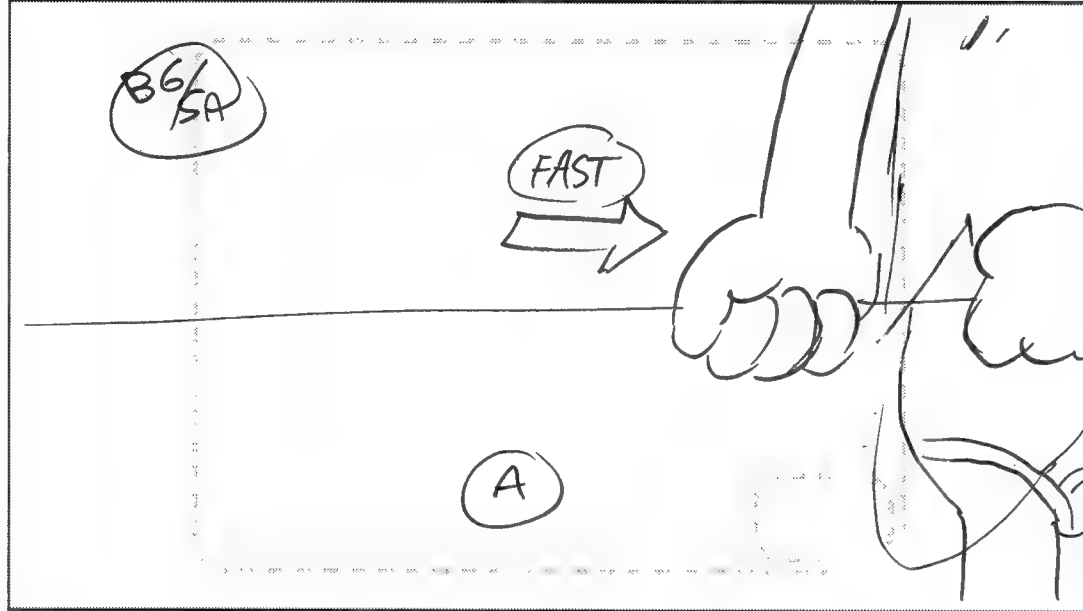
158

Pnl.

B

Bg.

day night



Sc.

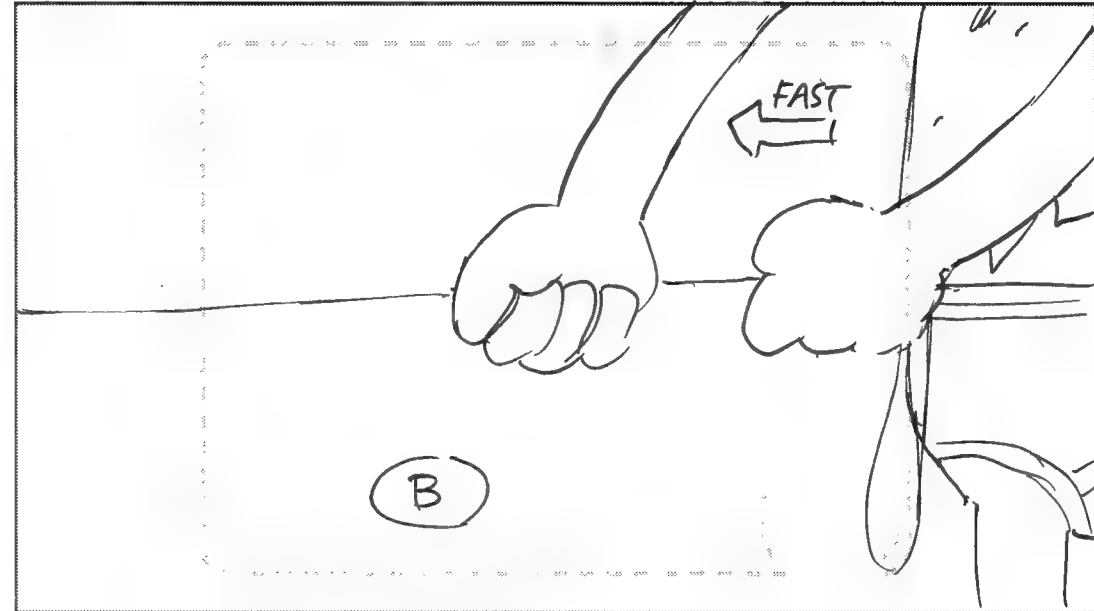
158

Pnl.

C

Bg.

day night



Dialog:

(SFX) : snap :

Action:

VERY FAST JERKING MOTION : (A) (B) - Finn jerks the thread to snap it off from what it's caught on.

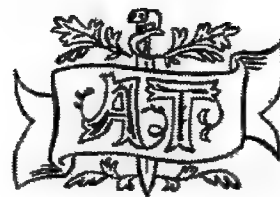
Timing:

(FINN) OS Someone's apt to track me down...

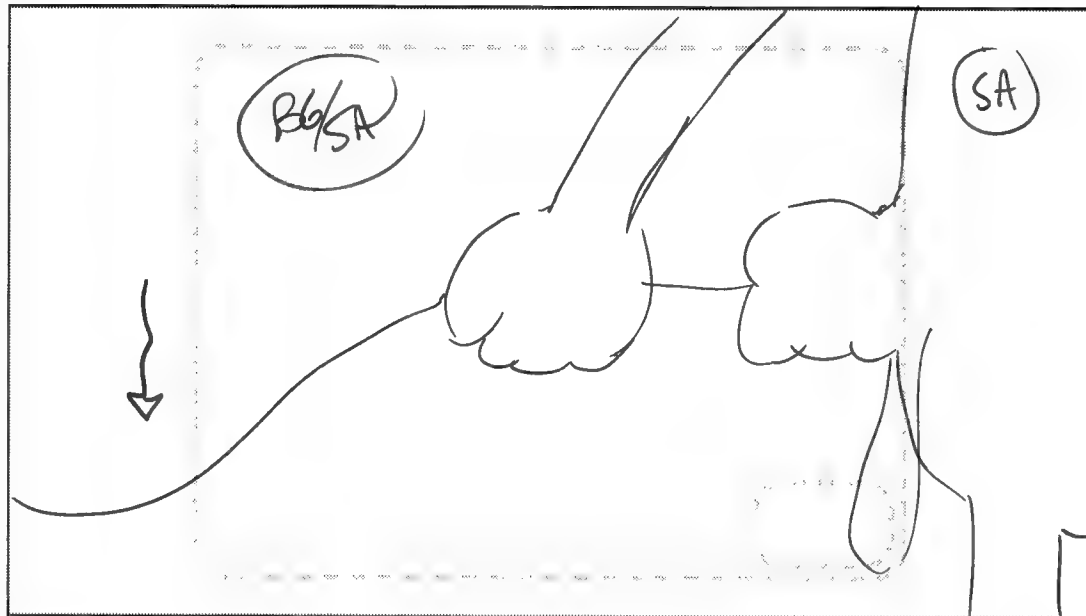
EPISODE # 1134-227

Production :

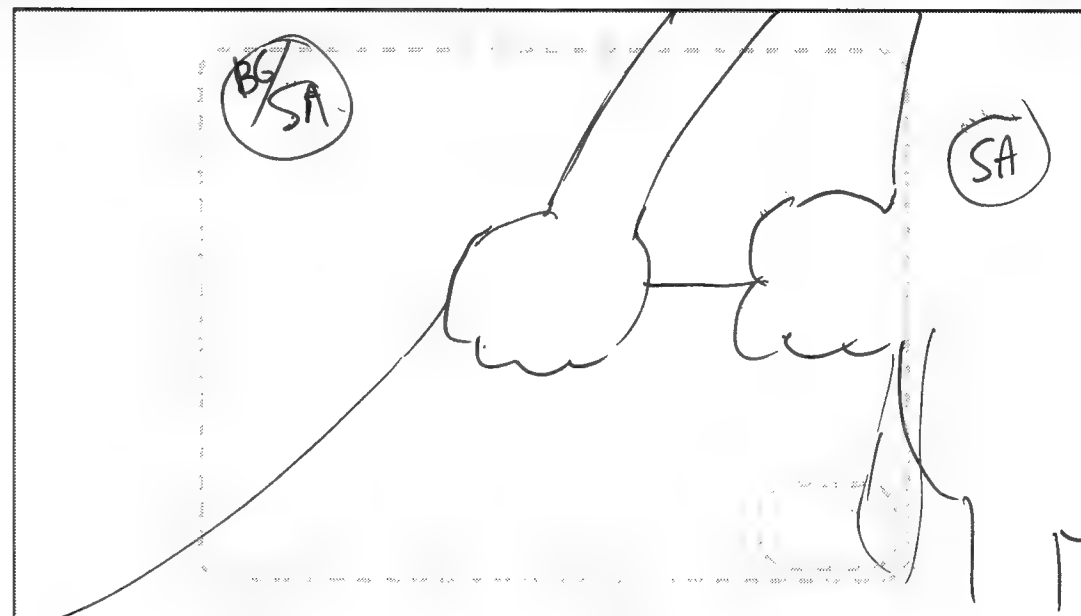
ADVENTURE TIME



Sc. 158 Pnl. D Bg. day night



Sc. 158 Pnl. E Bg. day night



Dialog:

(FINN) ... breadcrumb style...→

Action:

- Broken thread floatingly settles onto ground.

Timing:

1134-227

EPISODE #

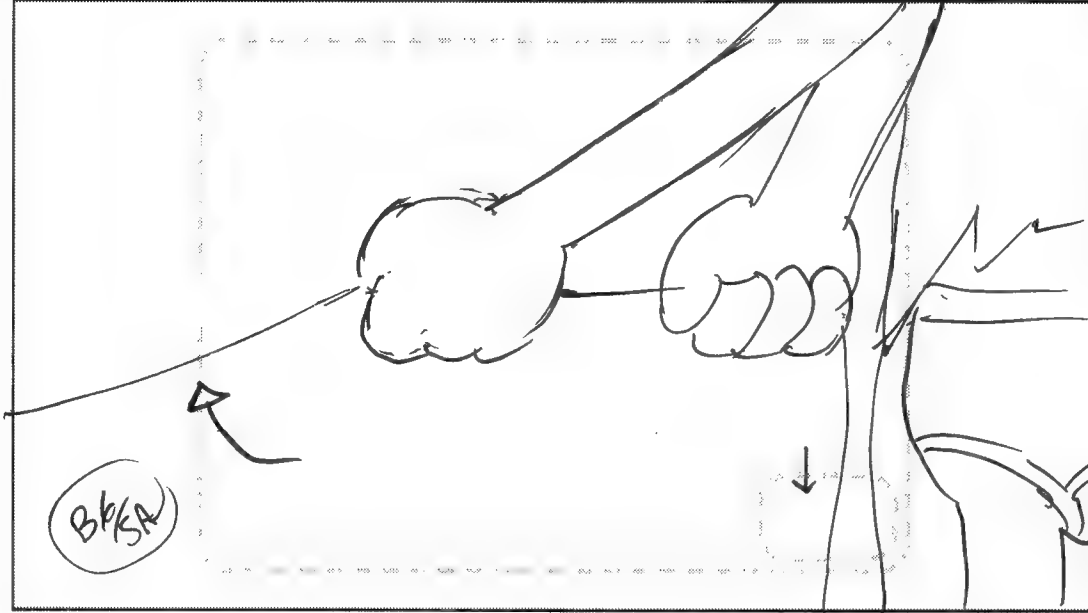
Production :

ADVENTURE TIME

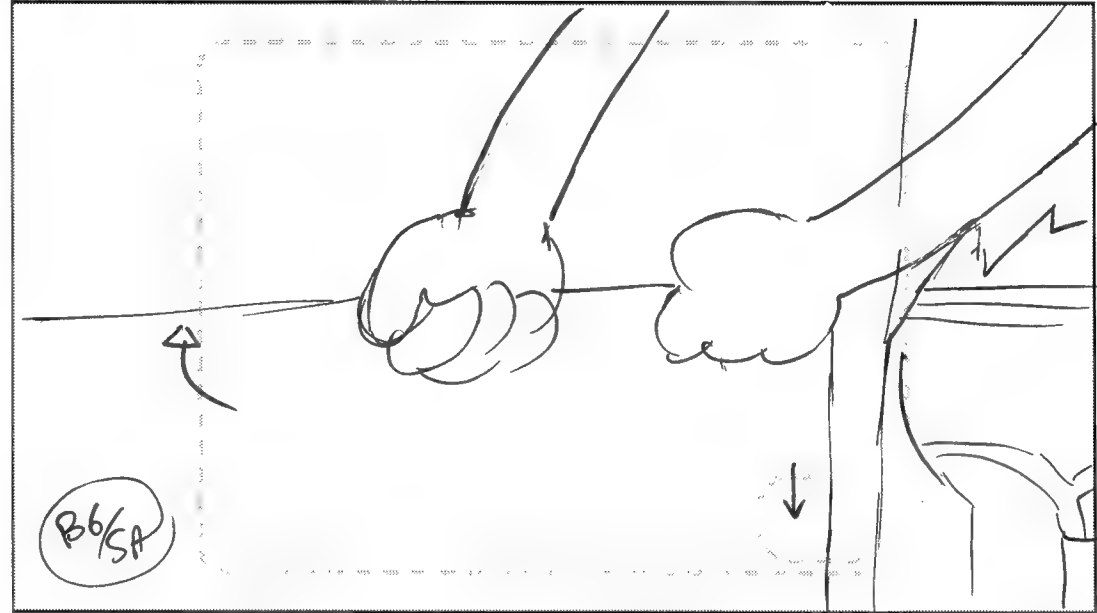


Page 201

Sc. 158 Pnl. F Bg. day night



Sc. 158 Pnl. G Bg. day night



Dialog:

(FINN) (OS): E.G.: Jake.

Action:

- Finn reels in loose thread

Timing:

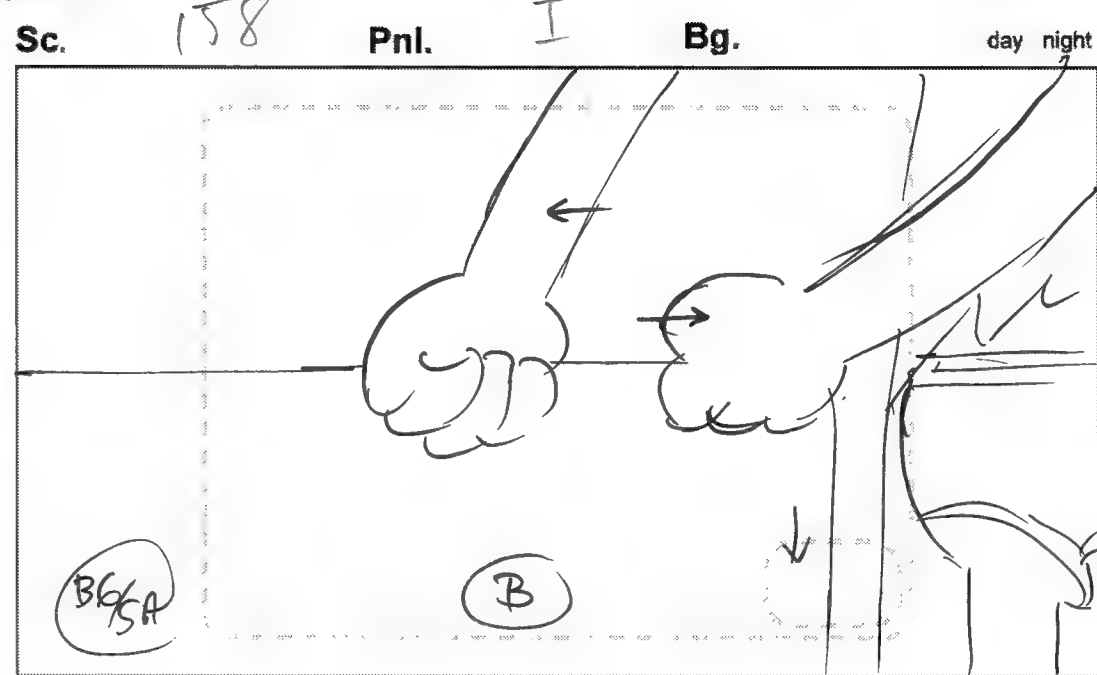
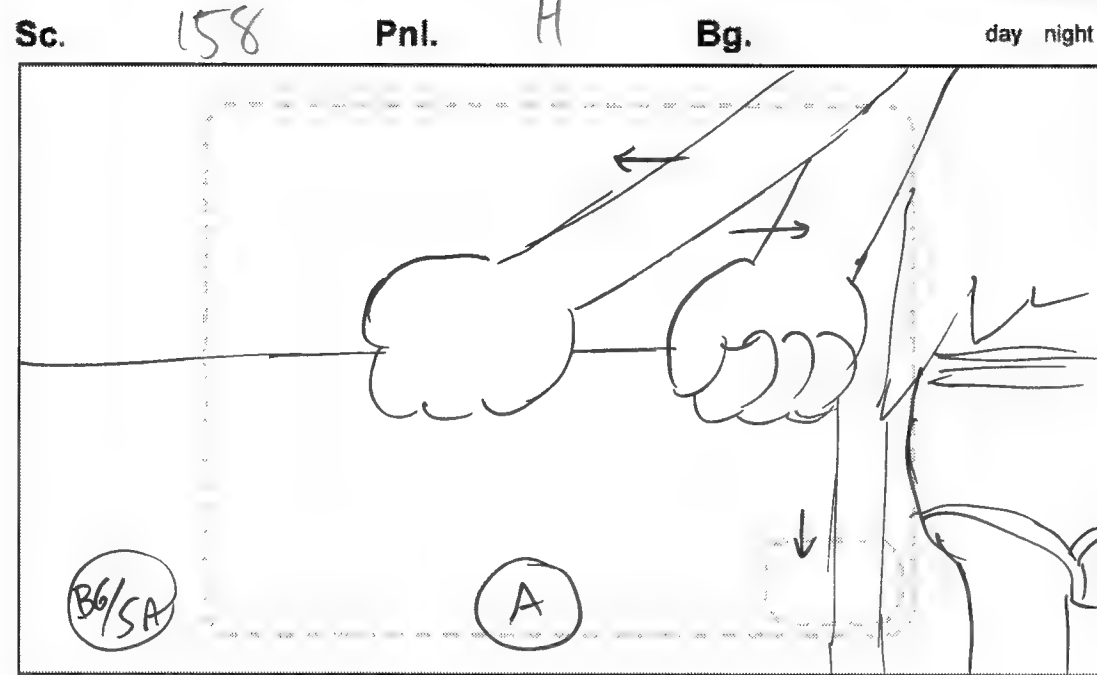
EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 202



Dialog:

Action:

FINN A B A B etc.

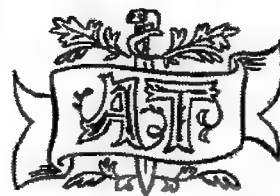
Timing:

1134-227

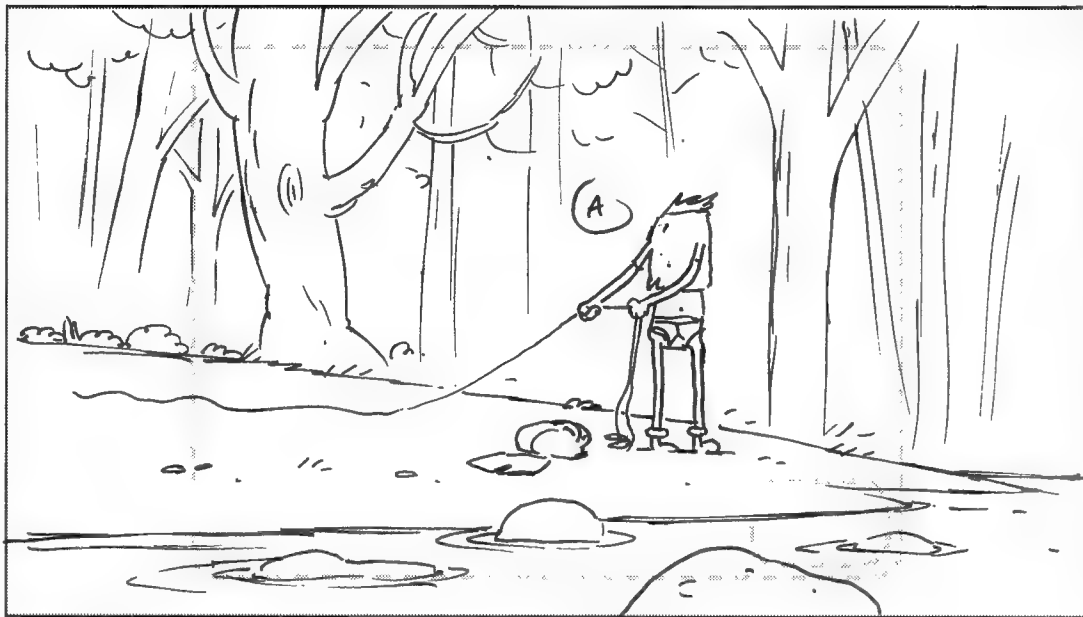
EPISODE #

Production :

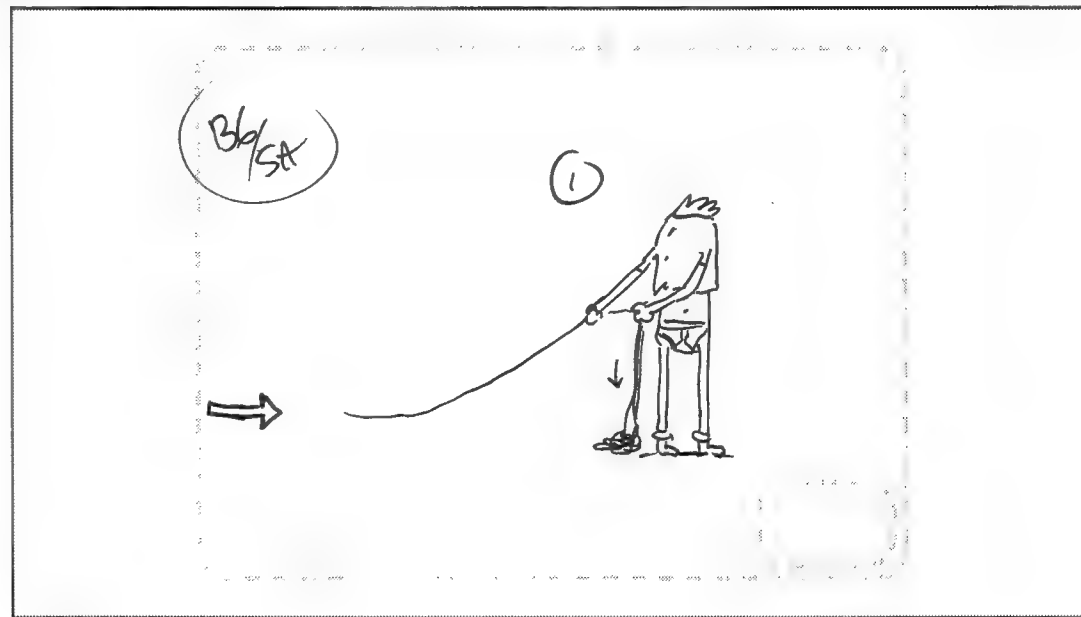
ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



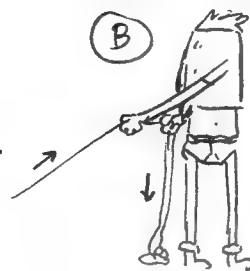
Sc. 159 Pnl. B Bg. day night



Dialog: FINN: can't let 'em catch me...

Action: A B A B etc.
- Finn finishes reeling in loose thread.

Timing:



A B A B cont.



EPISODE # 1154-227

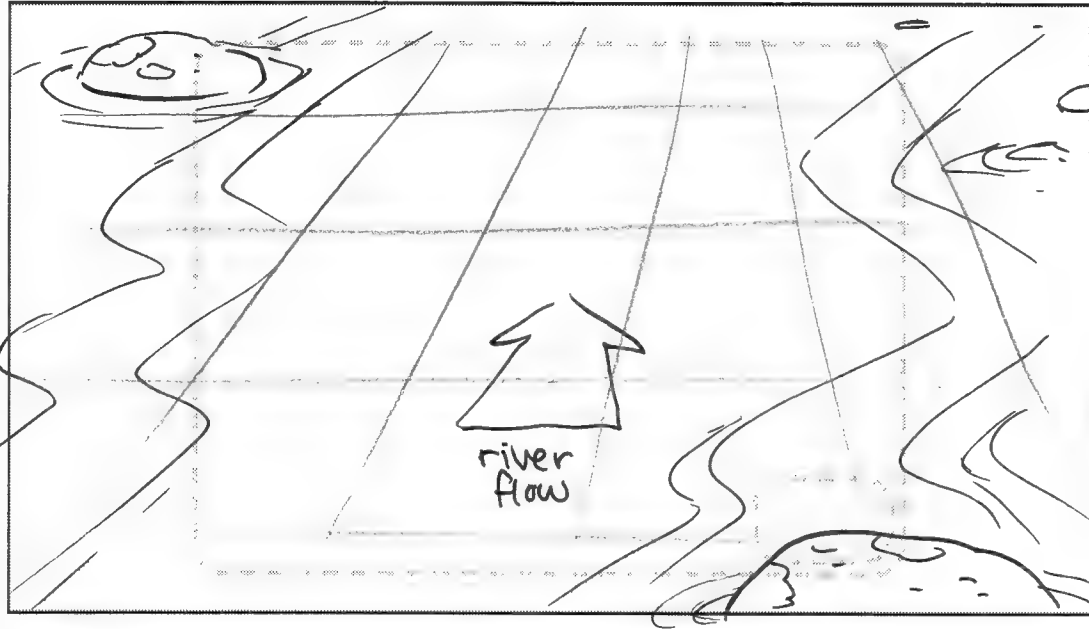
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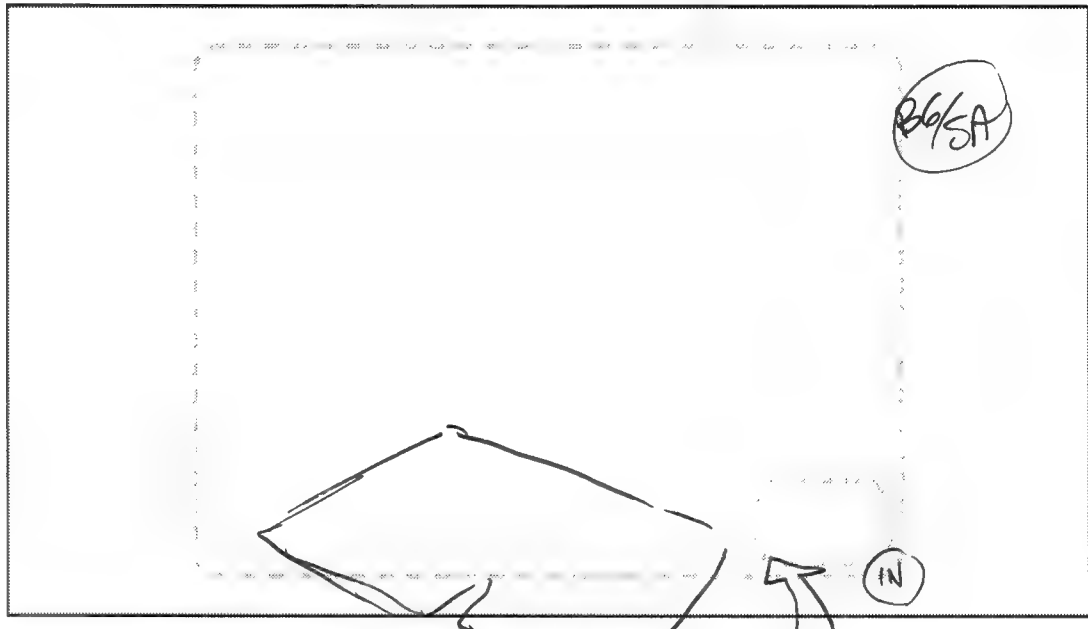
ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



Dialog:	
Action:	- Finn's clothes begin floating down the river.
Timing:	

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ADVENTURE TIME



Page _____

Sc.

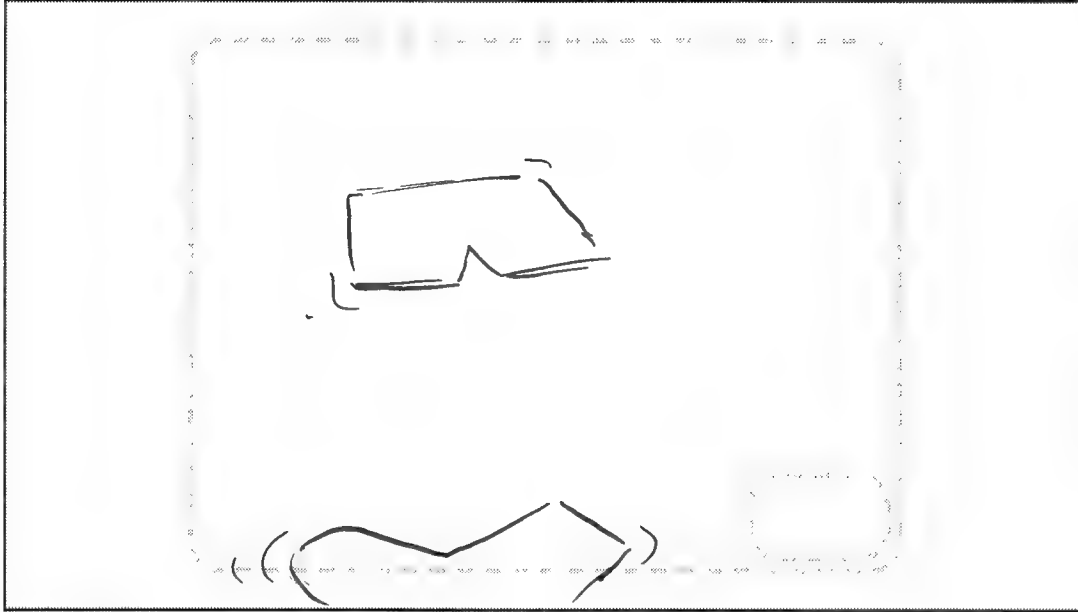
160

Pnl.

C

Bg.

day night



Sc.

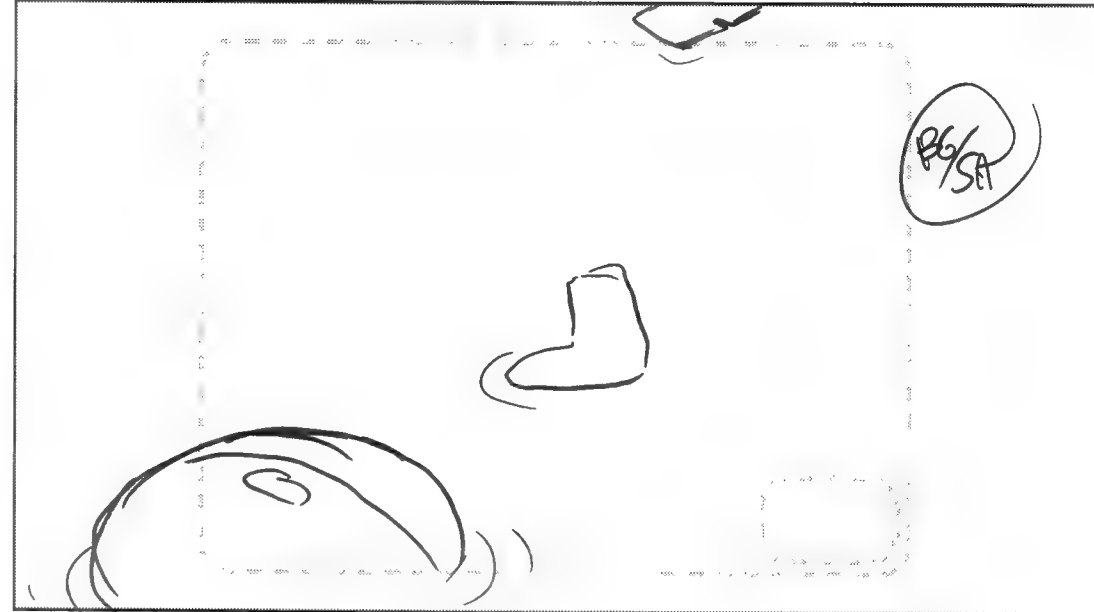
160

Pnl.

D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1134-227

Production :

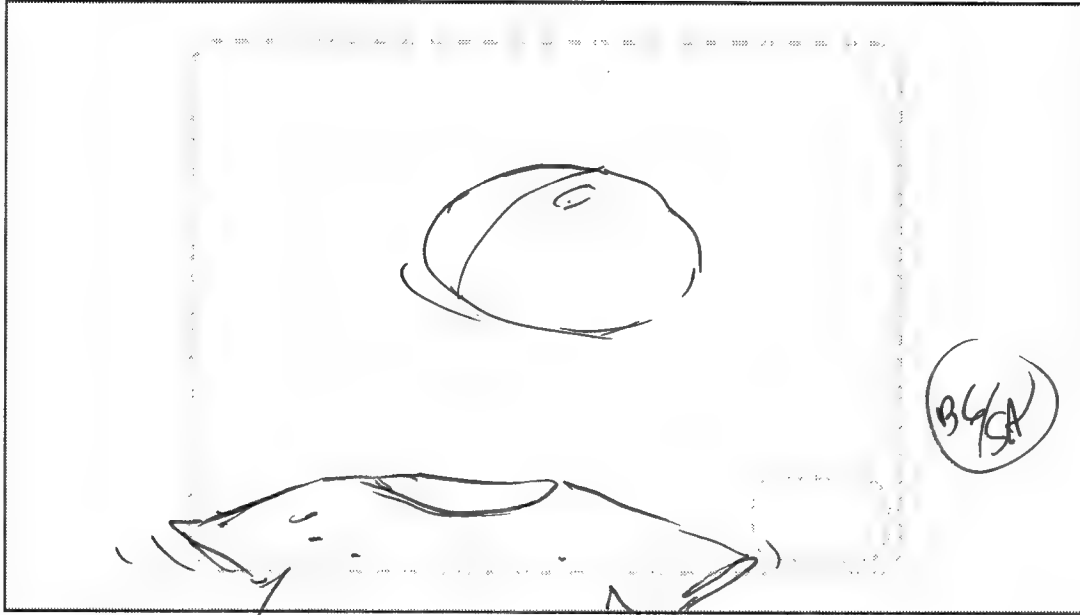
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ADVENTURE TIME

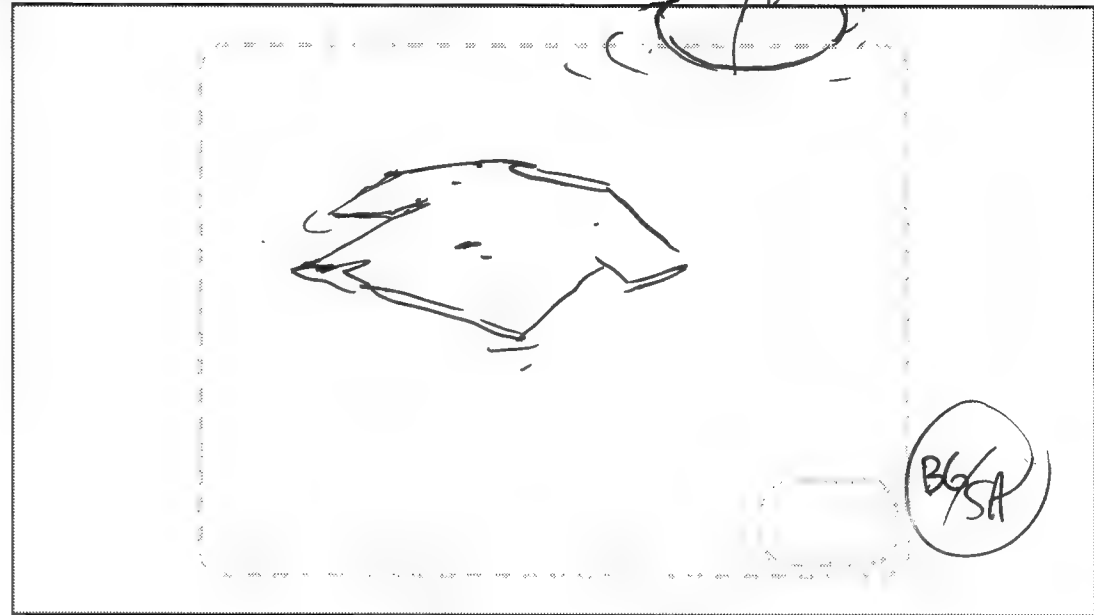


Page 2010

Sc. 160 Pnl. E Bg. day night



Sc. 160 Pnl. F Bg. day night



Dialog:

FINN OS .. No more threads to follow...

Action:

Timing:

EPISODE # 1034-227

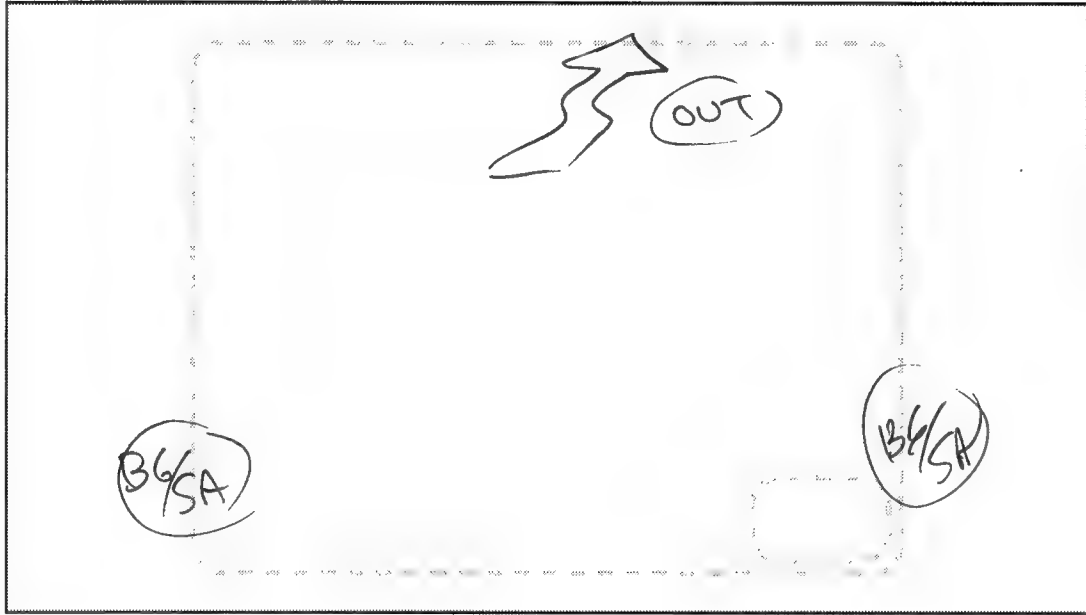
Production :

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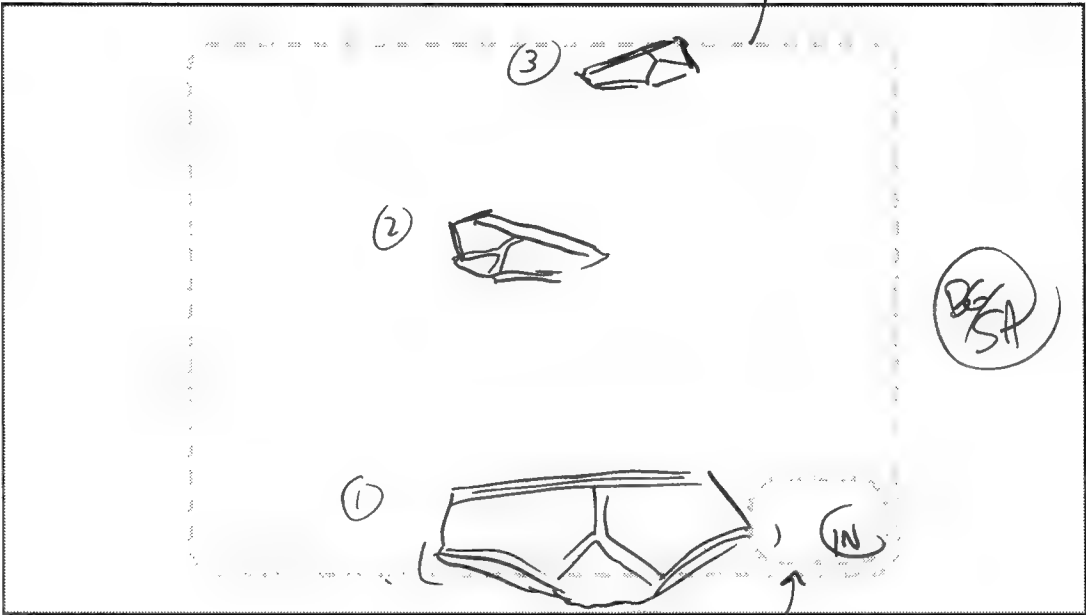
ADVENTURE TIME



Sc. 160 Pnl. 6 Bg. day night



Sc. 160 Pnl. 7 Bg. day night



Dialog:	(FINN) OS ... No more egress...
Action:	
Timing:	

EPISODE # 1034-227
Production :

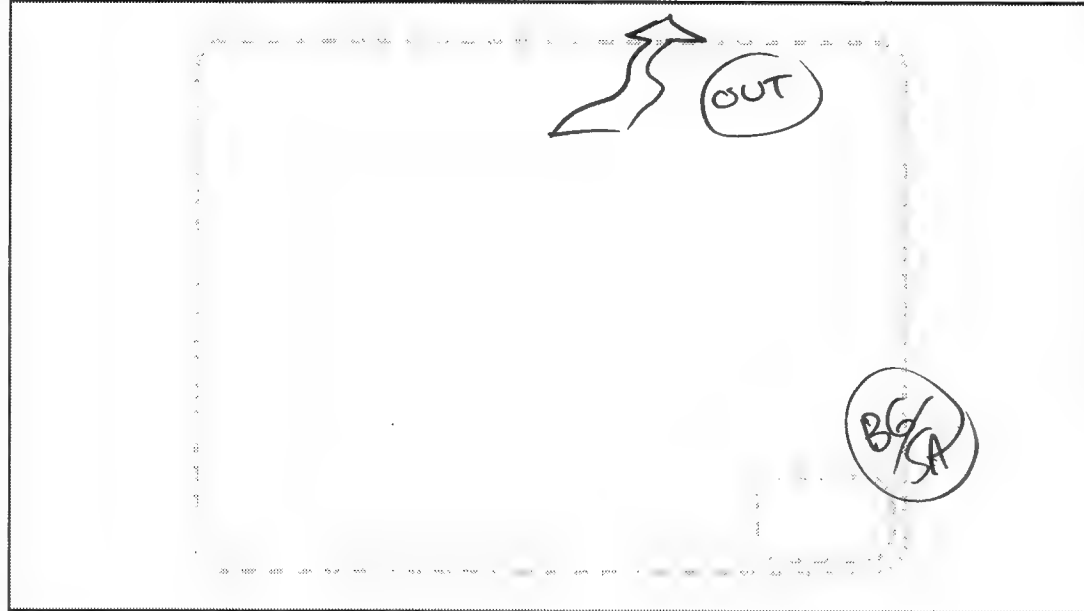
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ADVENTURE TIME

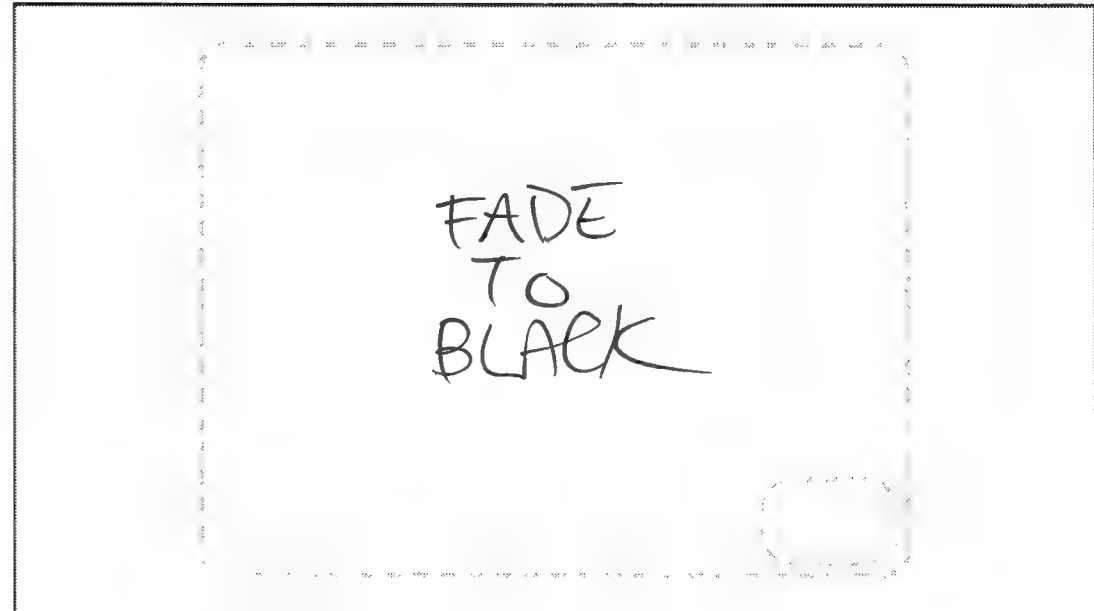


Page 208

Sc. 160 Pnl. I Bg. day night



Sc. 160 Pnl. J Bg. day night



Dialog:

Action:

Timing:

1154-227

EPISODE #

Production :

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ADVENTURE TIME

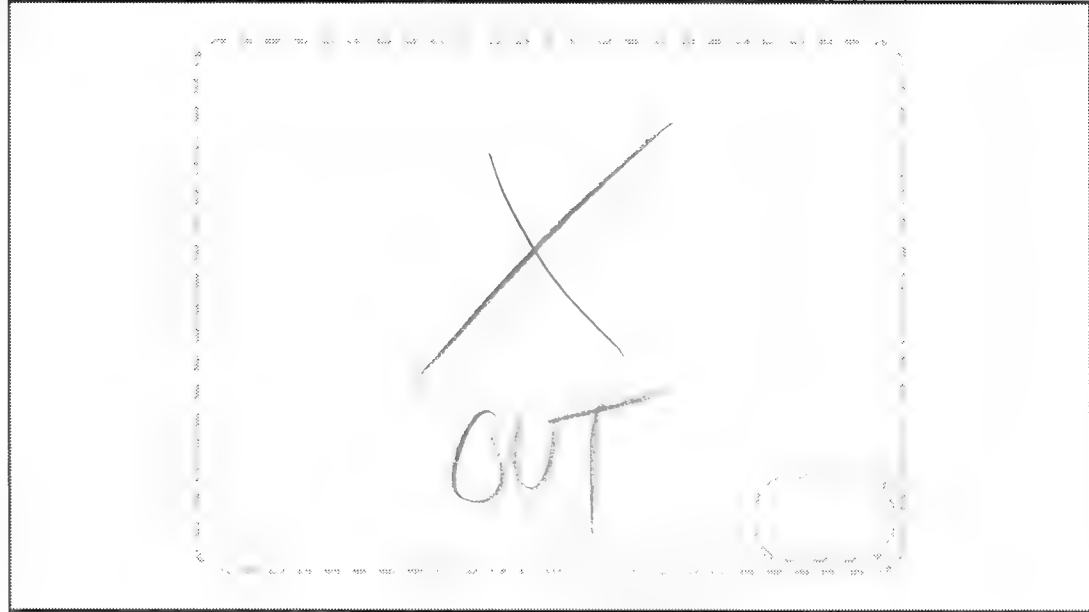


Page 707

Sc. 161 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

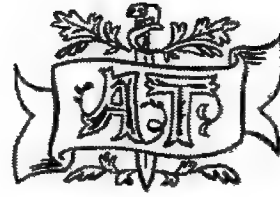
- BG PANS

Timing:

EPISODE # 1134-227

Production :

ADVENTURE TIME



Page 1

Sc. 161 Pnl. B Bg. day night



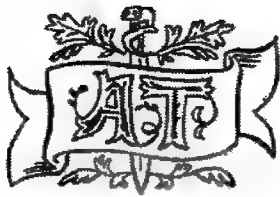
Dialog:	<u>FINN:</u> * grunting as he walks *
Action:	- BG continues panning as shot adjusts down.
Timing:	

1034-227

EPISODE #

Production :

ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. 161 Pnl. D Bg. day night



Dialog:	
Action:	<ul style="list-style-type: none">- BG Pan stops- Finn stops.
Timing:	<ul style="list-style-type: none">- Finn listens to hear if he's being followed.



1154-227

EPISODE #

Production :

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ADVENTURE TIME



Page 2:2

Sc. 161 Pnl. E Bg. day night

Sc. 161 Pnl. F Bg. day night

Dialog:

- SILENT -
BEAT

Action:

Timing:

①

FINN ② * grunt *
[satisfied that he's
not being followed]

EPISODE # 1134-227

Production :

ADVENTURE TIME

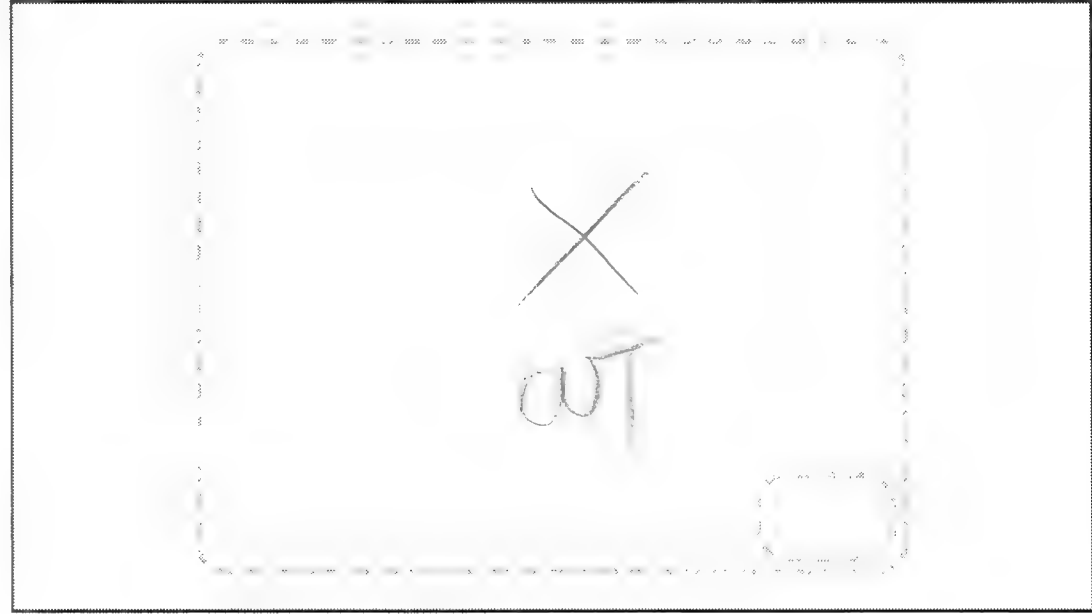


Page 213

Sc. 161 Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



1134-227

EPISODE #

Production :

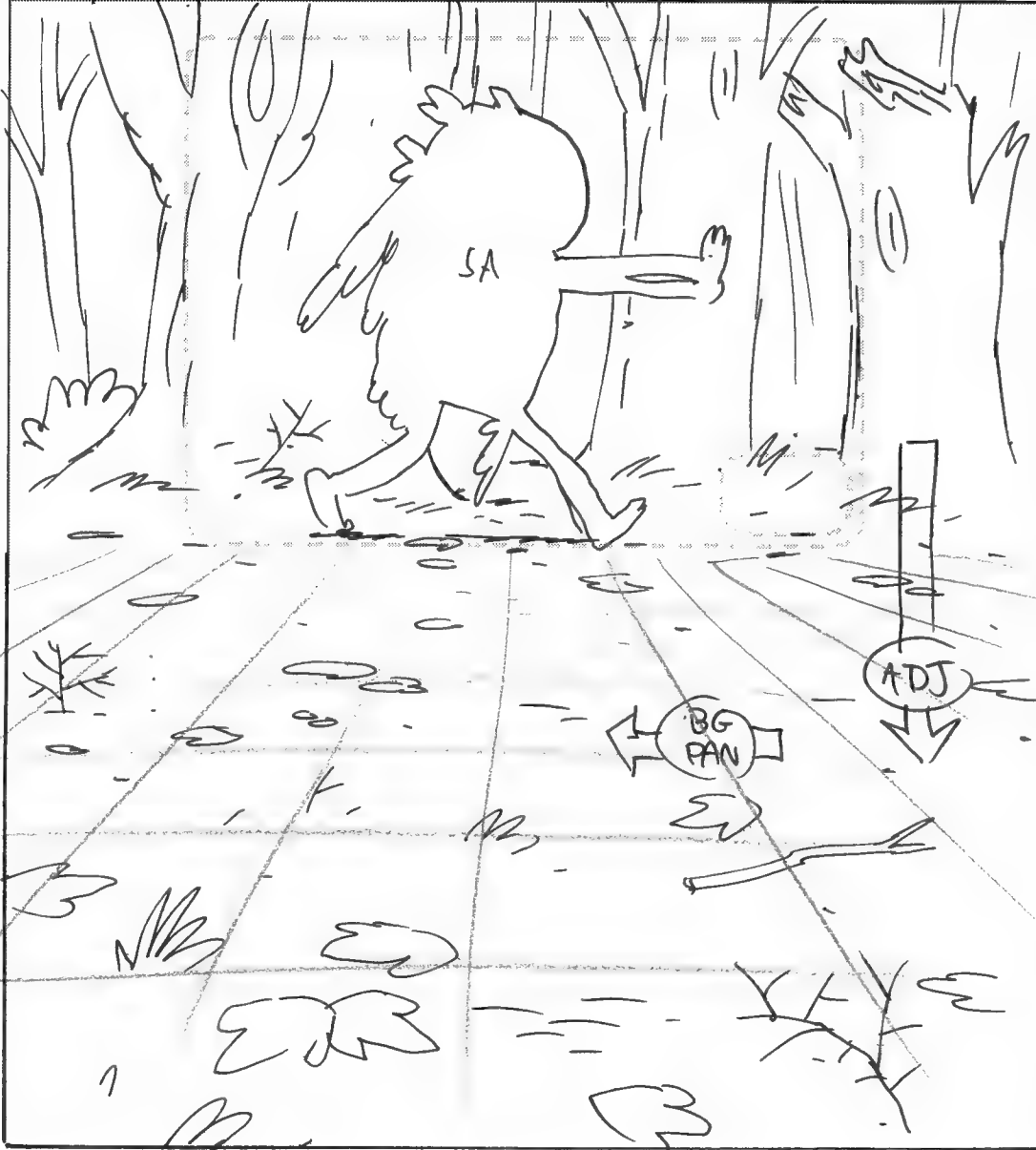
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ADVENTURE TIME



Page 214

Sc. 161 Pnl. H Bg. day night



Dialog:	
Action:	(FADE TO BLACK DURING ADJUST, BEFORE CAMERA COMES TO A STOP)
Timing:	- BG pans as shot adjusts down

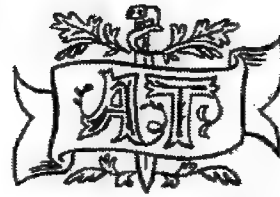
1034-227

EPISODE #

Production :

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ADVENTURE TIME



Page 215

Sc.	Pnl.	Bg.	day	night

FADE
TO
BLACK

Sc.	Pnl.	Bg.	day	night
162	A			

Dialog:

(F:) * sleeping *

Action:

[SWAMP]

Timing:

EPISODE # 1034-227

Production :

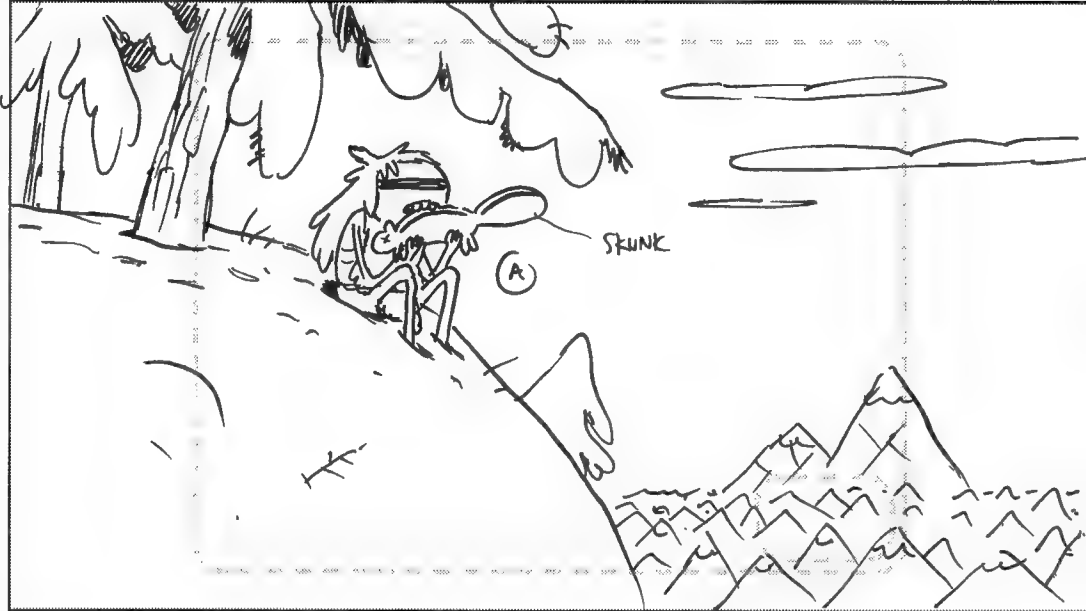
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ADVENTURE TIME

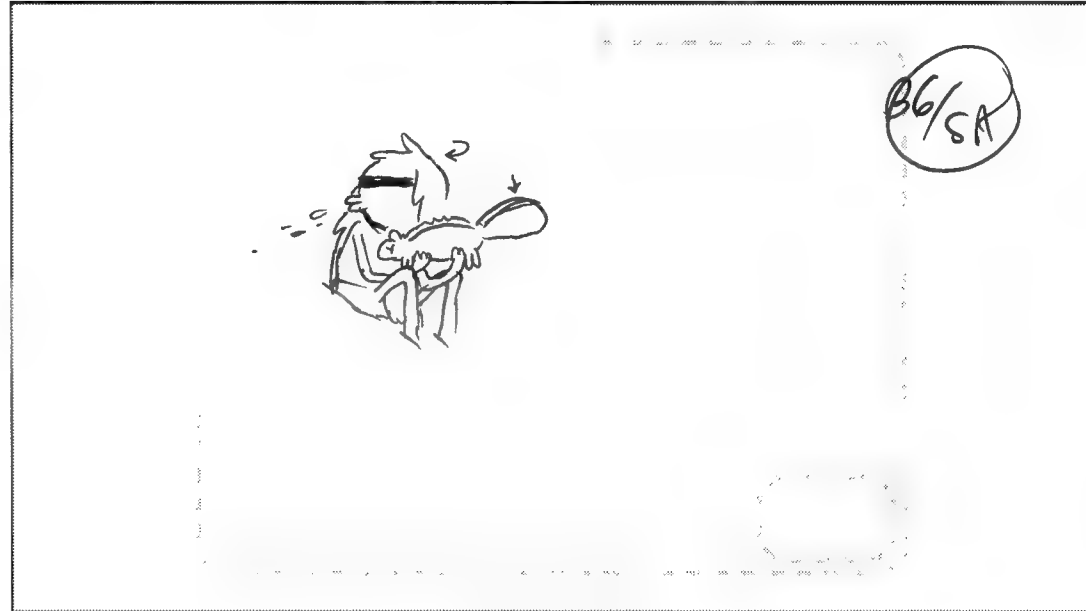


Page 216

Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



Dialog: (Finn): * GNAW GNAW GNAW *

(F.): * spit *

Action:



[ICE KINGDOM] - Finn chews on dead skunk, then spits out gristle.

Timing:

1034-227

EPISODE #

Production :

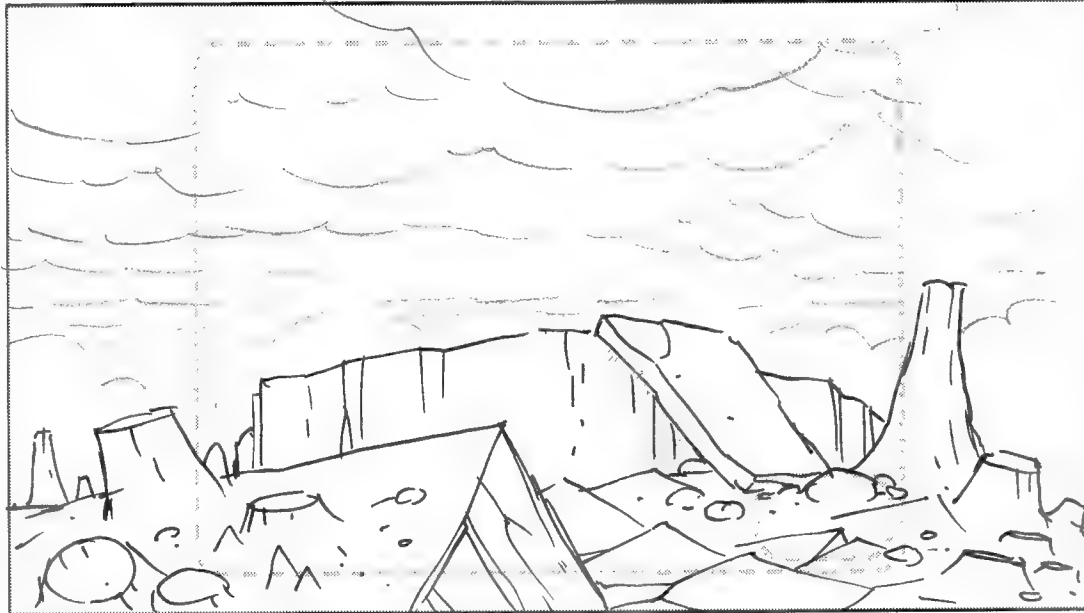
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ADVENTURE TIME

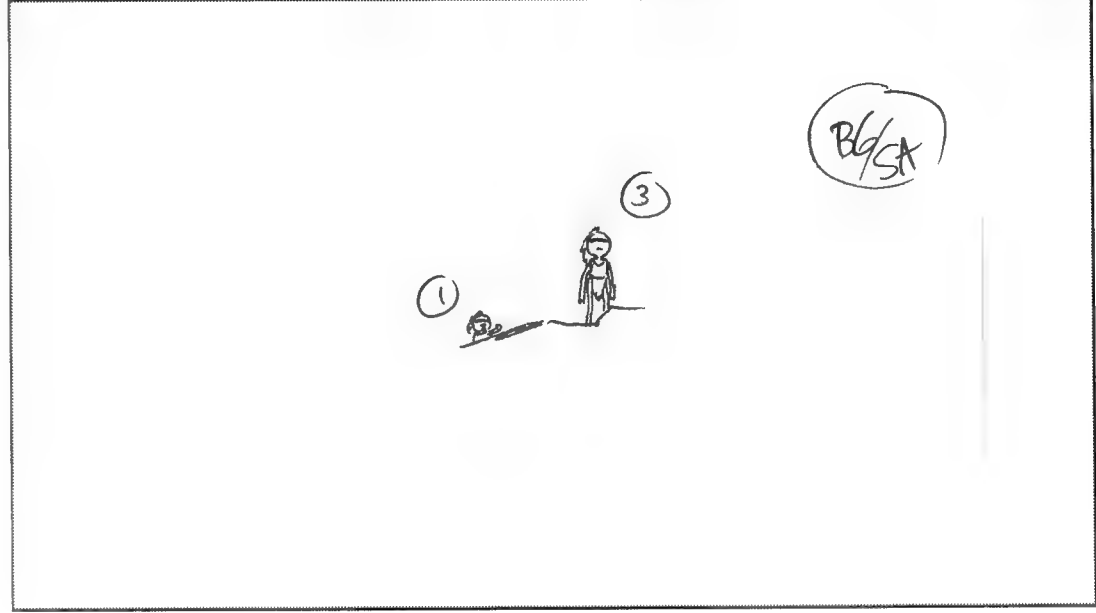


Page 217

Sc. 164 Pnl. A Bg. day night



Sc. 164 Pnl. B Bg. day night



Dialog:

Action:

[FIRE KINGDOM]

Timing:

- Finn walks (arms extended)
up to ledge.



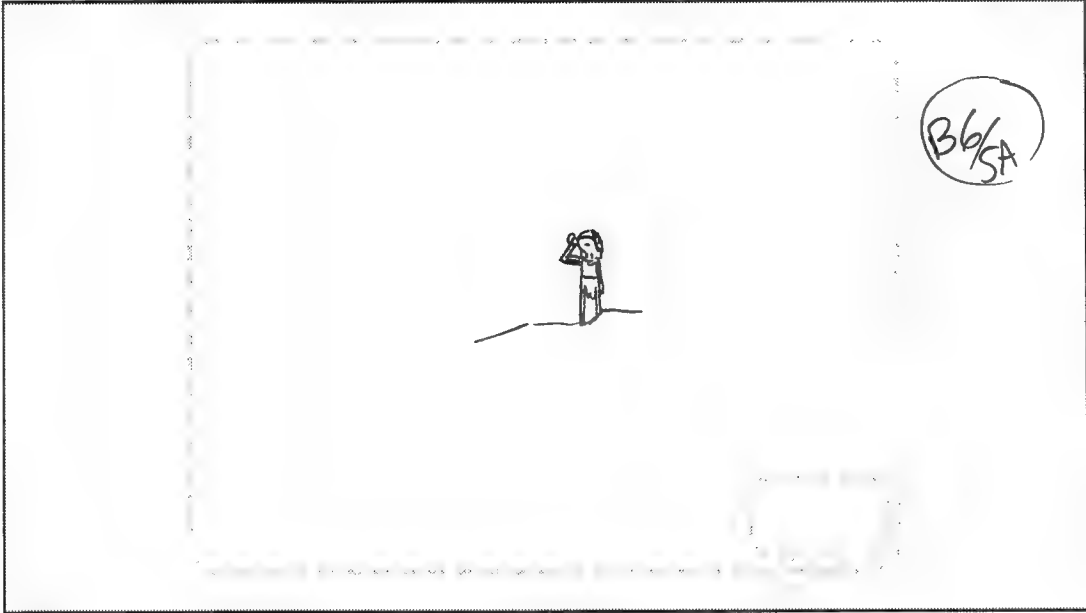
EPISODE # 1034-227

Production :

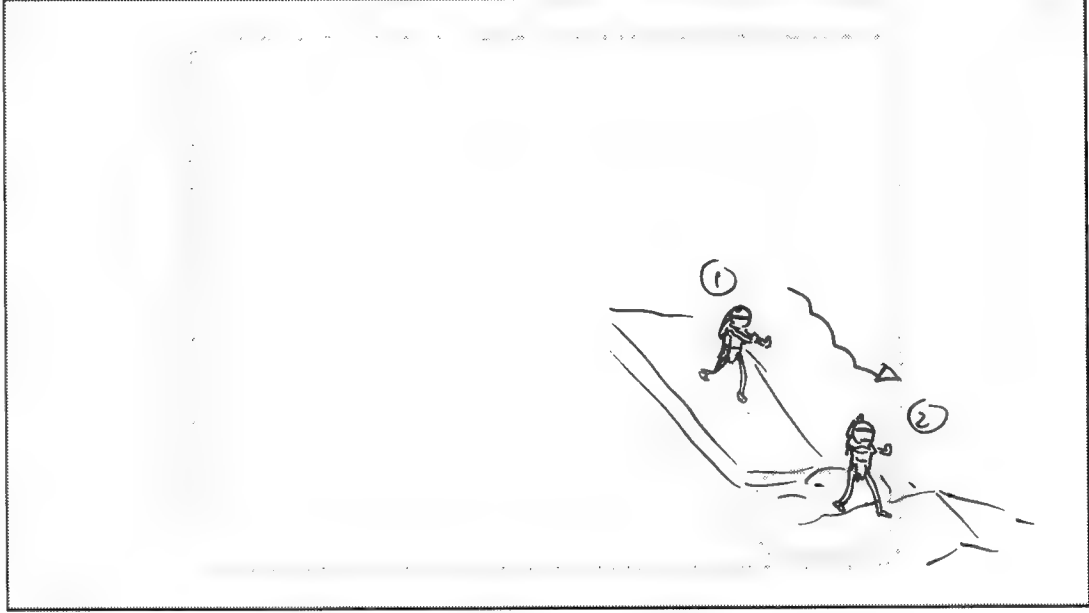
ADVENTURE TIME



Sc. 164 Pnl. C Bg. day night



Sc. 164 Pnl. D Bg. day night



Dialog:	
- BEAT -	
Action:	- Finn listens to see if he's being followed.
Timing:	

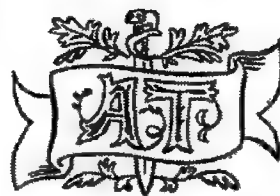
+ +
(close-up)

- Finn continues down ramp.	

EPISODE # 1034-227
Production :

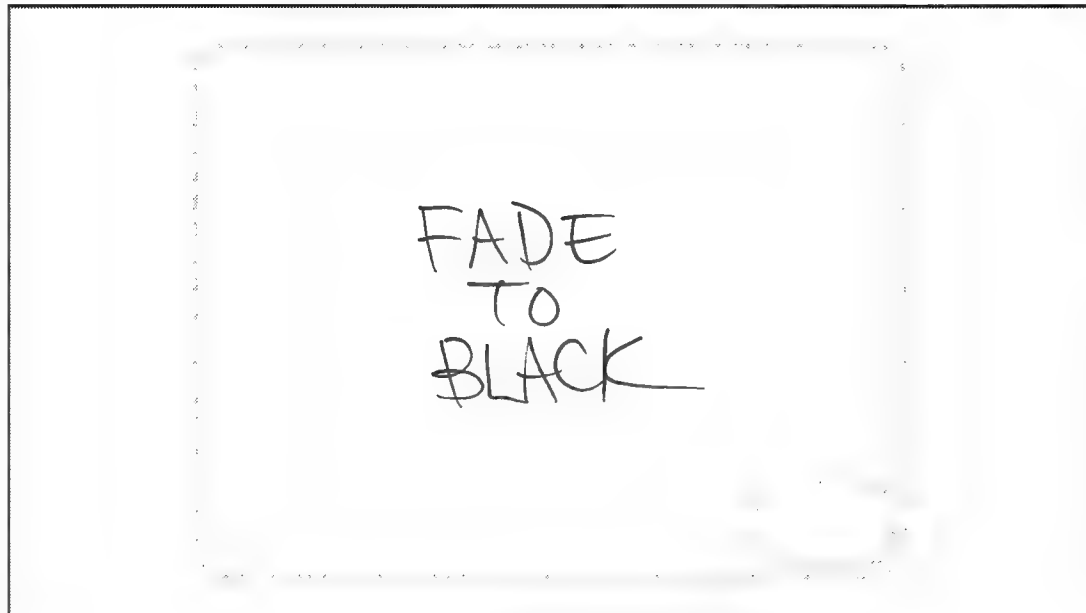
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ADVENTURE TIME



Page 219

Sc. Pnl. Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:
Action:
Timing:

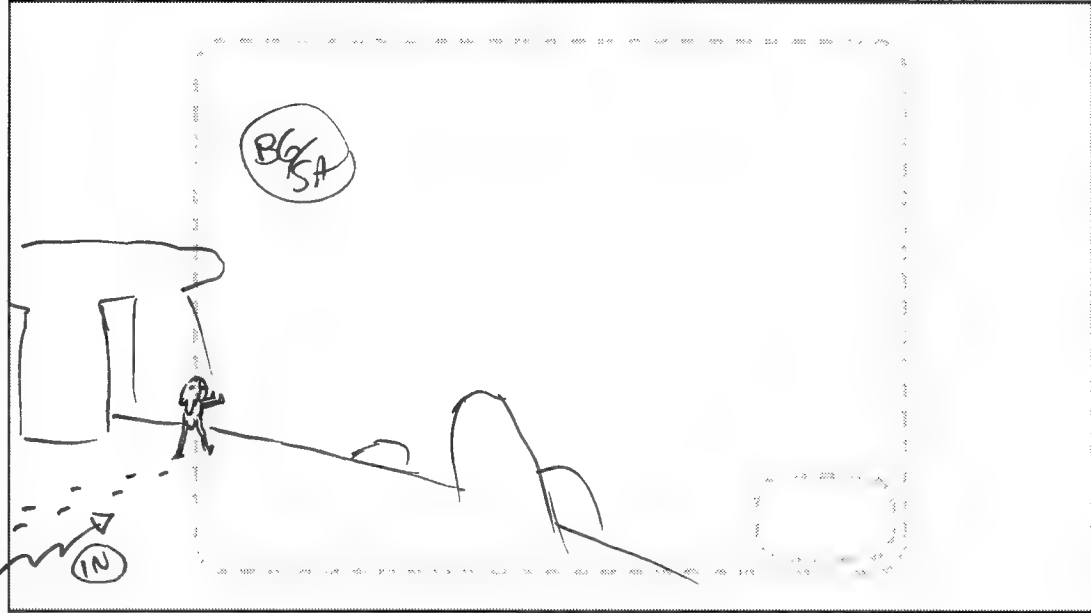
EPISODE # 1034-227
Production :

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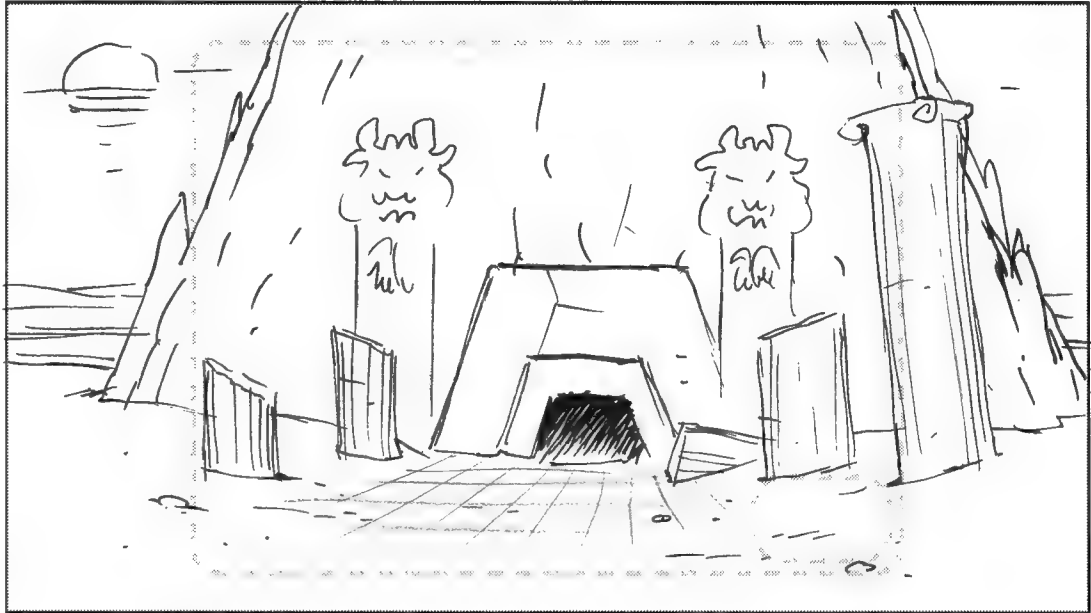
ADVENTURE TIME



Sc. 165 Pnl. B Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

Action:

Timing:

Storyboard panel 165: A character stands in a landscape with a large rock formation and a small structure. A dashed line with an arrow points to the character, labeled 'IN'. A circular callout contains 'BG SA'.

Storyboard panel 166: A character stands in a landscape with a large rock formation and a small structure. A dashed line with an arrow points to the character, labeled 'IN'. A circular callout contains 'BG SA'.

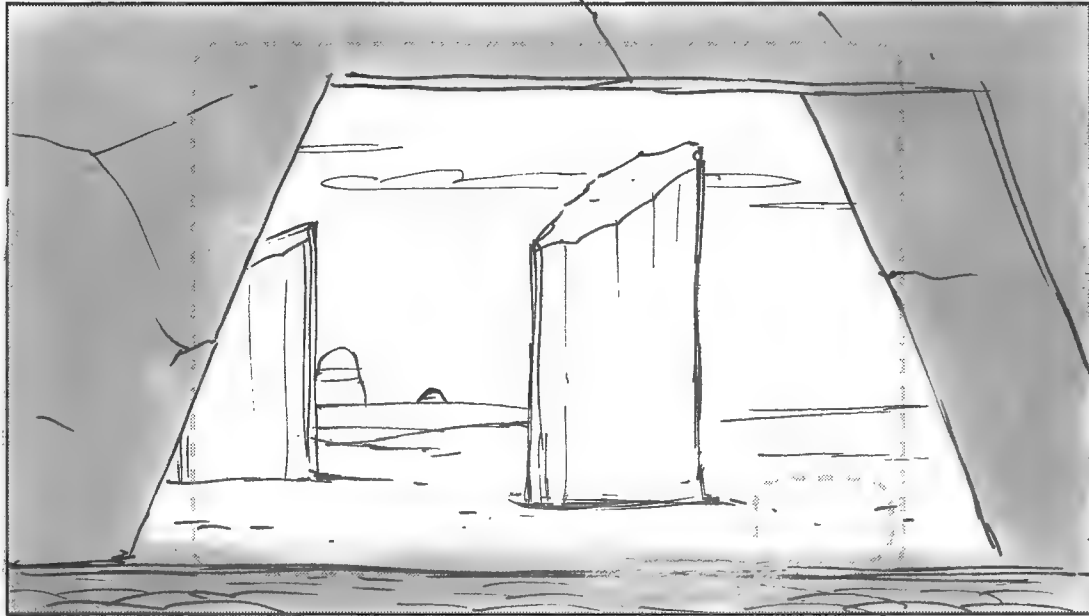
EPISODE # 1034-227

Production :

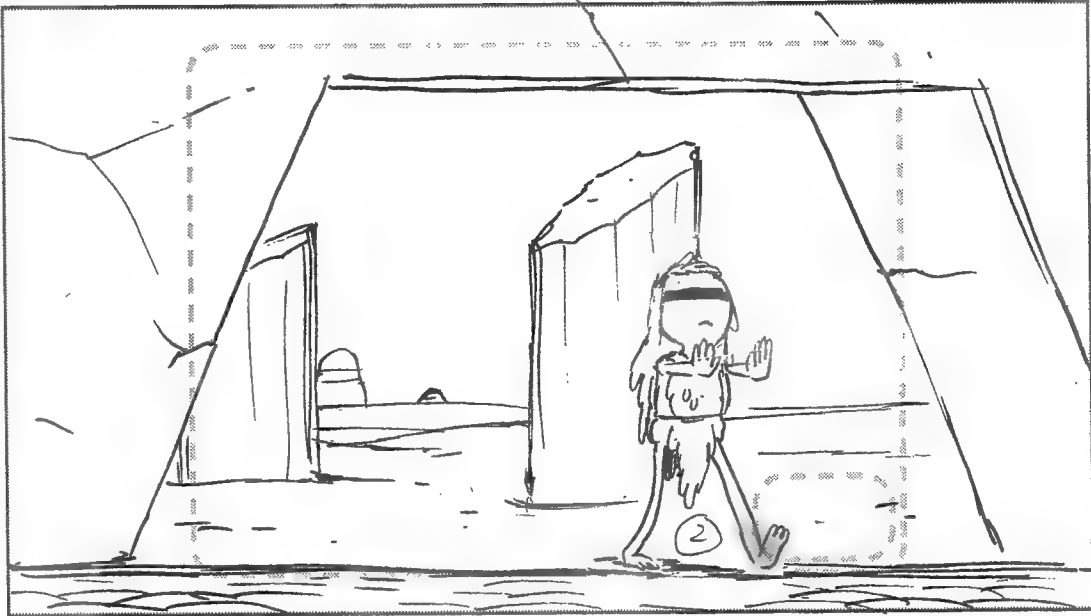
ADVENTURE TIME





Sc. 167 Pnl. A Bg. day night



Sc. 167 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	



- Finn walks into temple

EPISODE # 1034-227

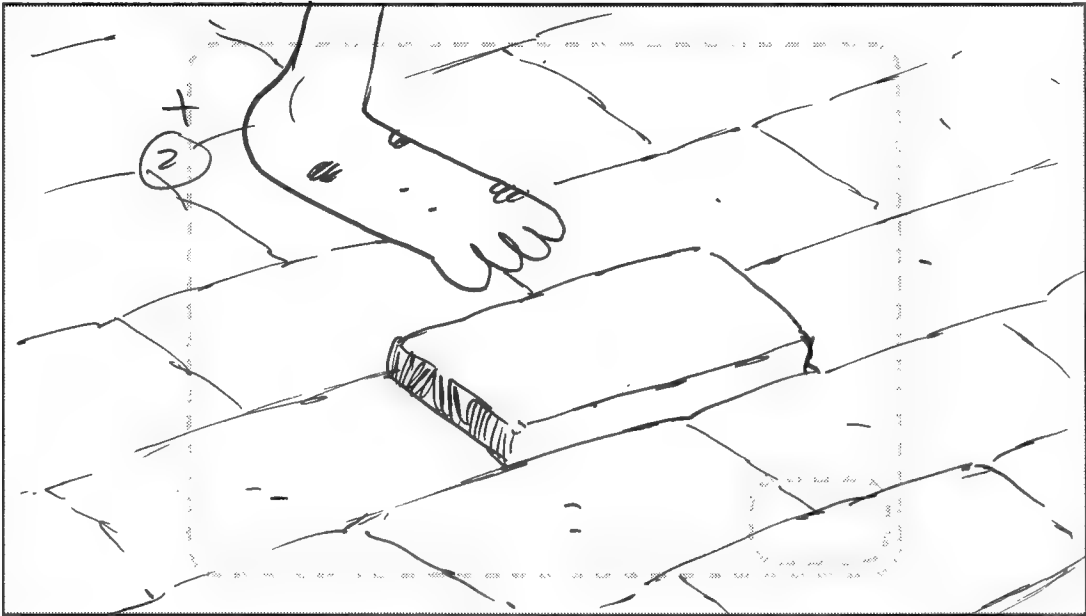
Production :

ADVENTURE TIME

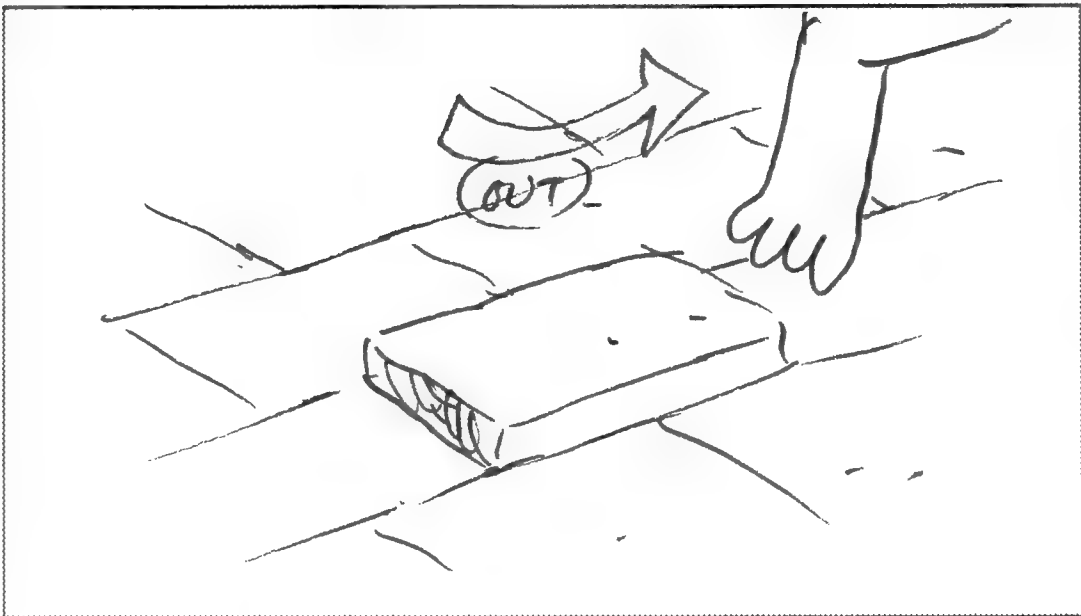


Page 74

Sc. 168 Pnl. A Bg. day night



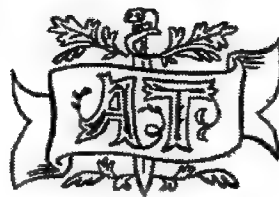
Sc. 168 Pnl. B Bg. day night



Dialog:	FINN: OS hm... → F: OS it's cool in here...
Action:	- Finn steps into frame, but doesn't step on booby-trap
Timing:	

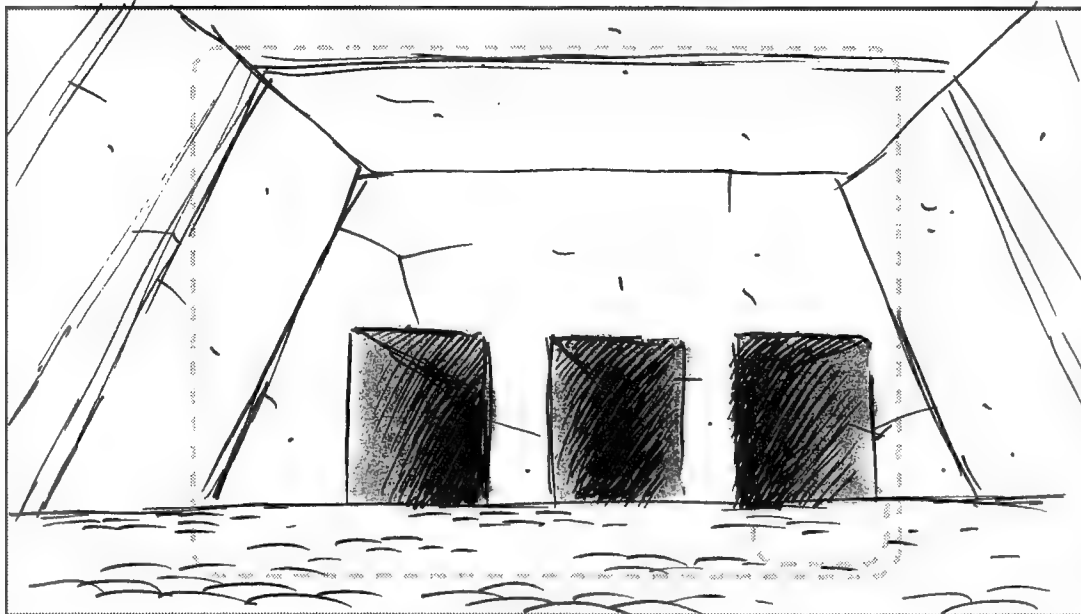
EPISODE # 1134-227
Production :

ADVENTURE TIME

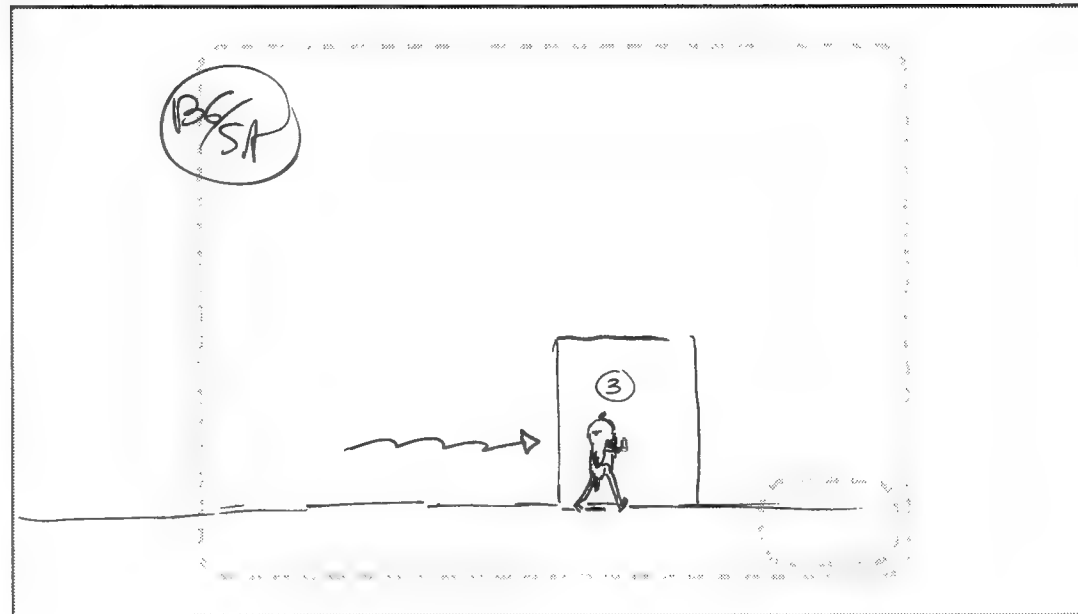


Page 22

Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night

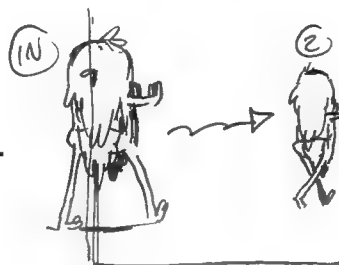


Dialog:

(FINN) it's cool in here...

(F:) ... ain't nuthin' wrong with that.

Action:



- Finn walks up to doorway

Timing:

1134-227

EPISODE #

Production :

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ADVENTURE TIME



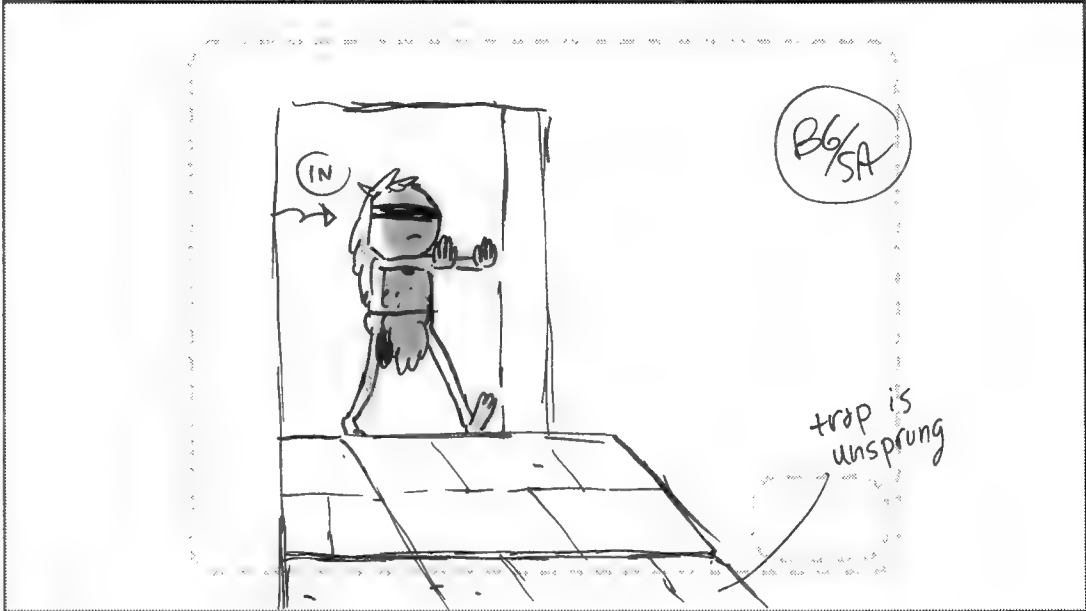
Sc. 170 Pnl. A Bg.

day night



Sc. 170 Pnl. B Bg.

day night



Dialog:
Action:
Timing:

1034-227

EPISODE #

Production :

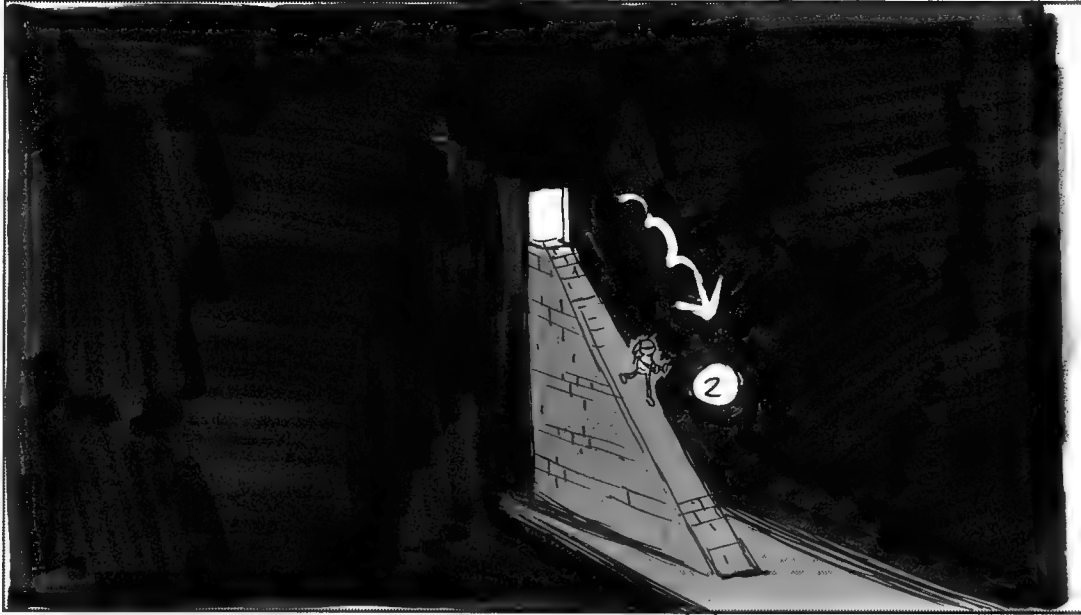
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ADVENTURE TIME

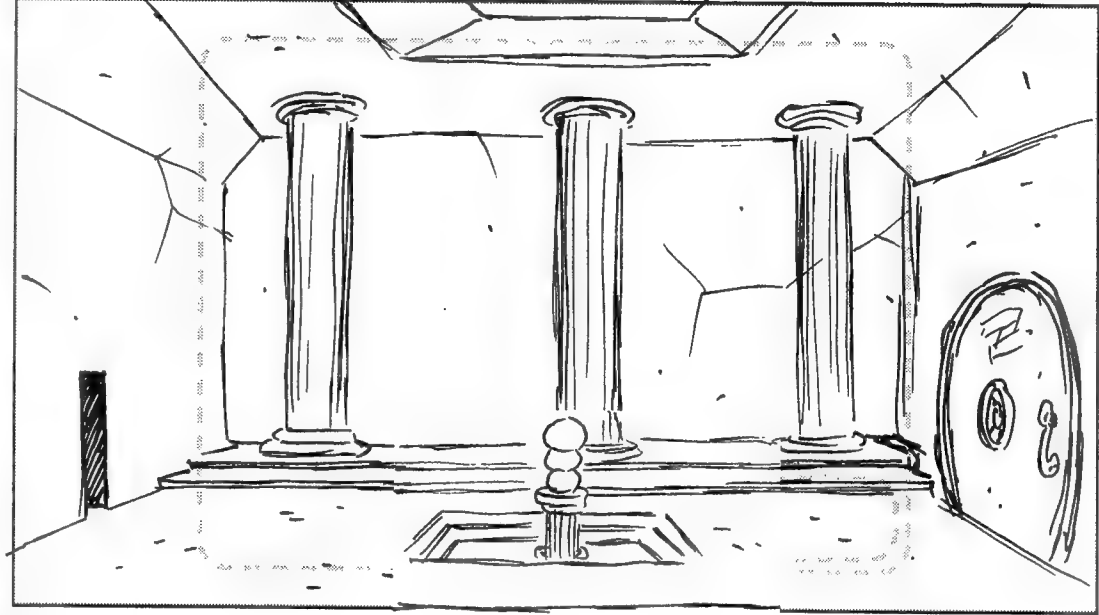


Page 25

Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. A Bg. day night



Dialog:

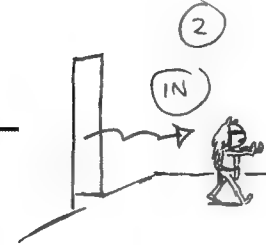
(F:) deep too - that's good.

(F) → zint nobody
gwan be
lookin →

Action:



- Finn walks
down ramp.



Timing:

EPISODE #

1134-227

Production :

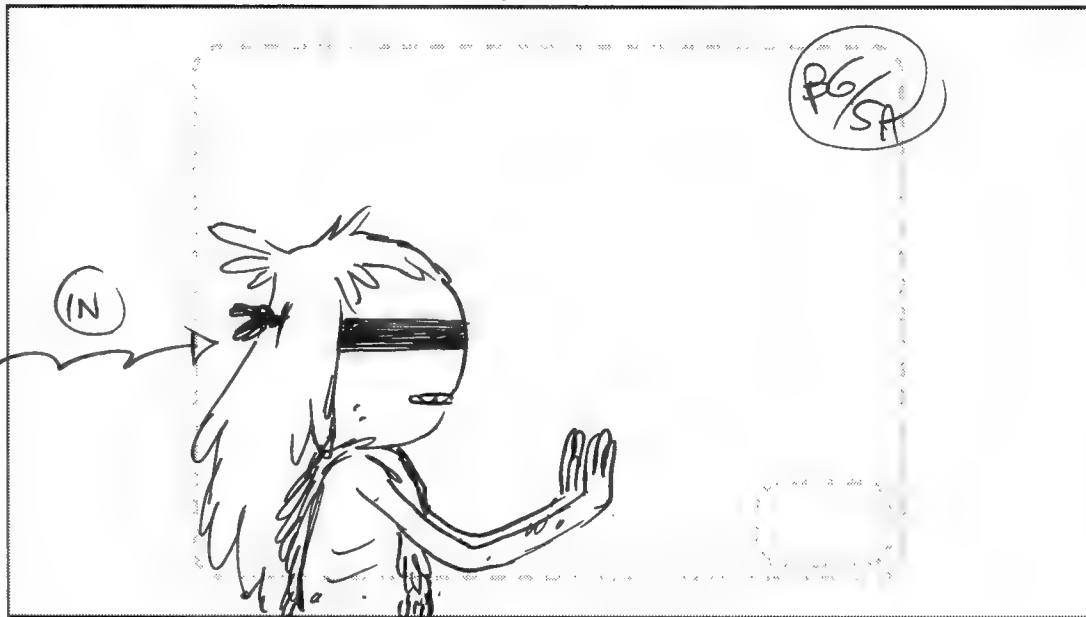
ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	(£:) → for me down →
Action:	
Timing:	

1134-227
EPISODE #
Production :

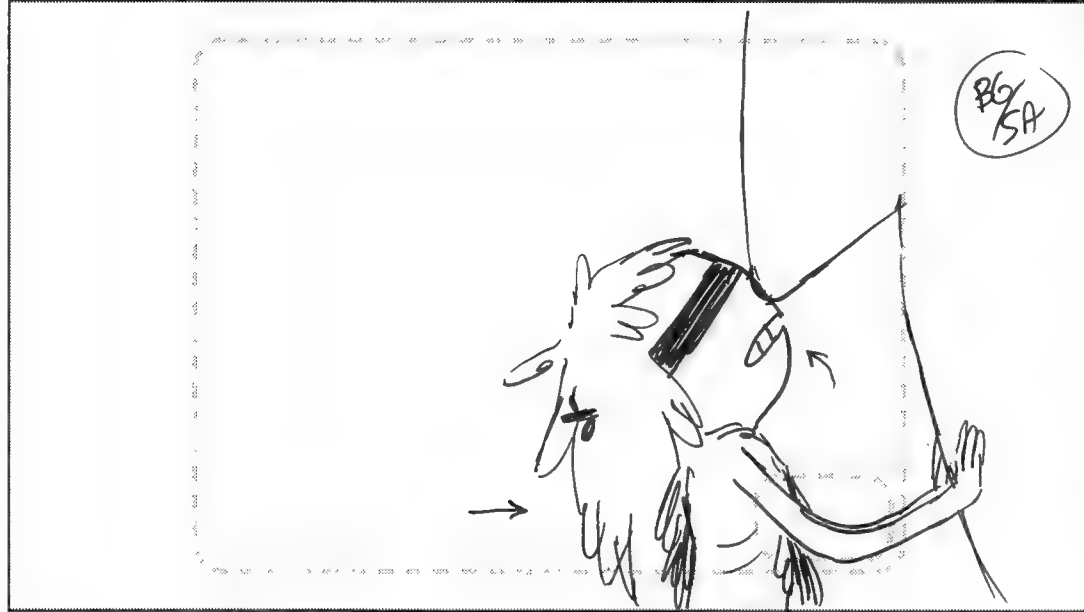
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ADVENTURE TIME



Page 227

Sc. 173 Pnl. C Bg. day night



Sc. 173 Pnl. D Bg. day night



Dialog:

(SFX) = BONK =
(F) → here wrgg...
("here")

Action:

- Finn accidentally walks into vault wheel, smushing his face.

- Finn investigates by feeling wheel.

Timing:



11134-227

EPISODE #

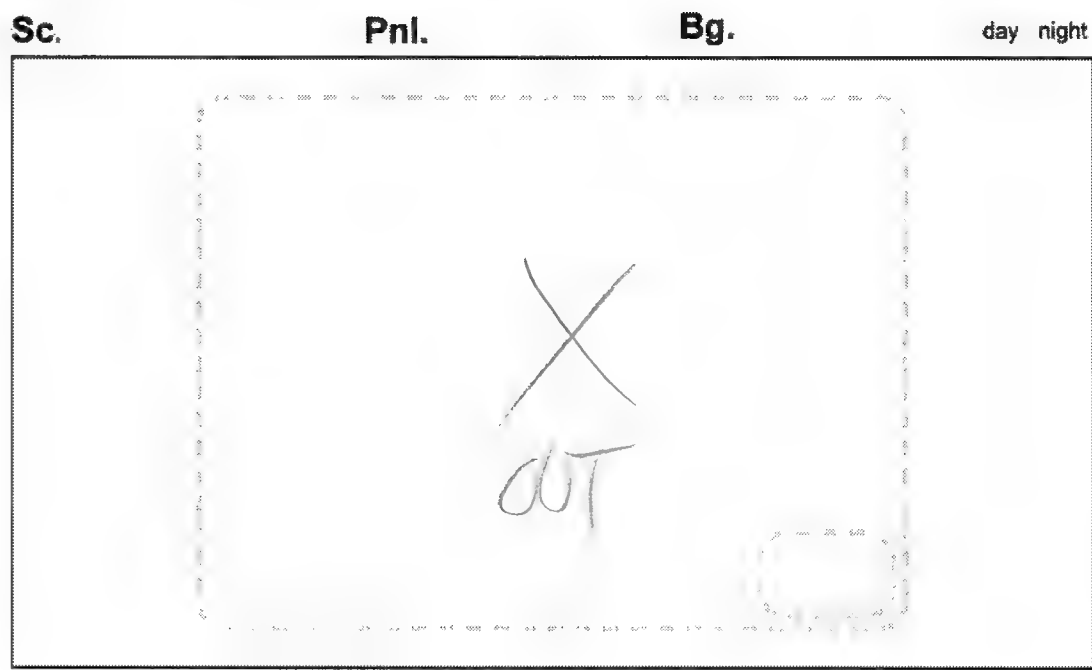
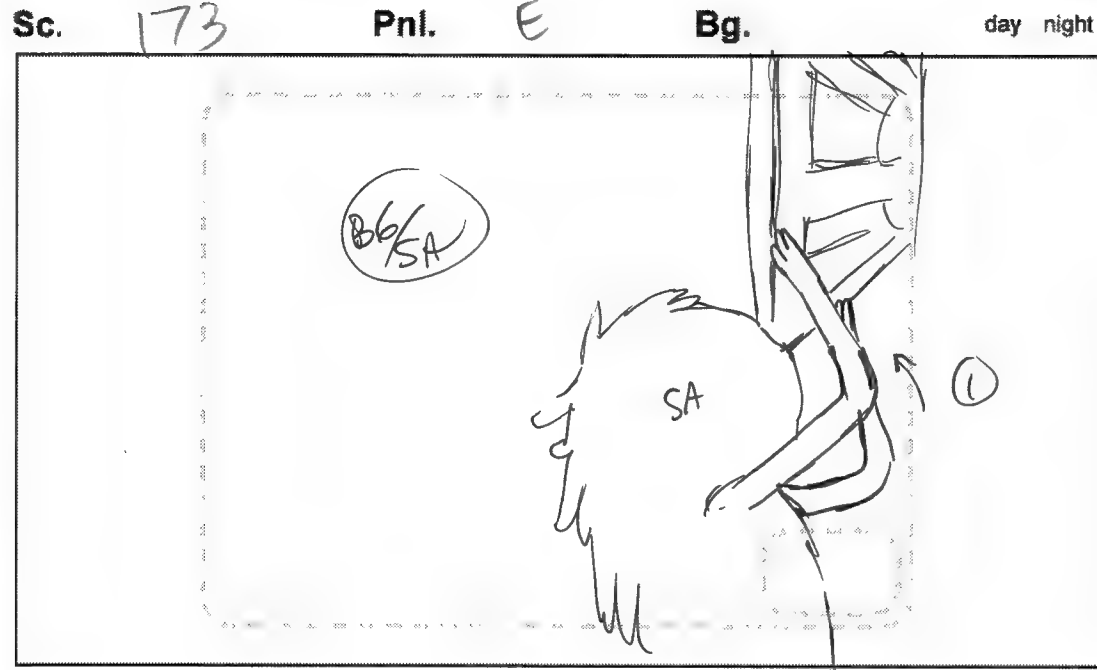
Production :

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ADVENTURE TIME



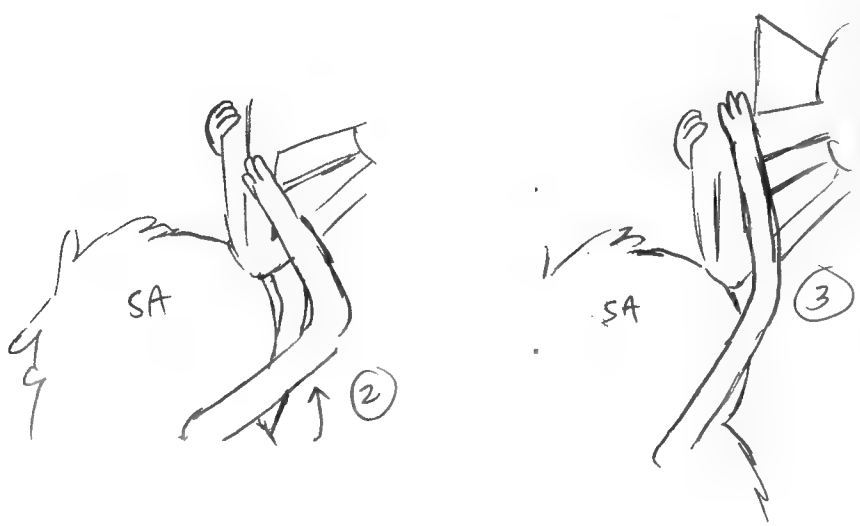
Page 228



Dialog:

Action:

Timing:



- Finn investigates by feeling wheel.

EPISODE # 1134-227

Production :

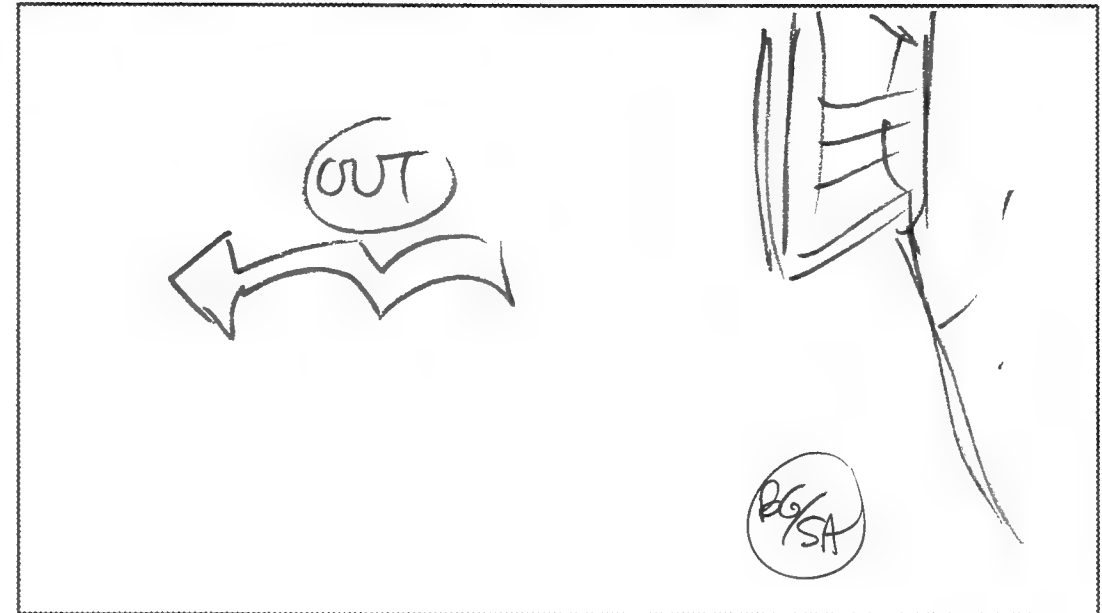
ADVENTURE TIME



Sc. 173 Pnl. F Bg. day night



Sc. 173 Pnl. G Bg. day night



Dialog:

(F) BWAH!

Action:

- Shocked at recognizing the vault wheel, Finn recoils.

Timing:

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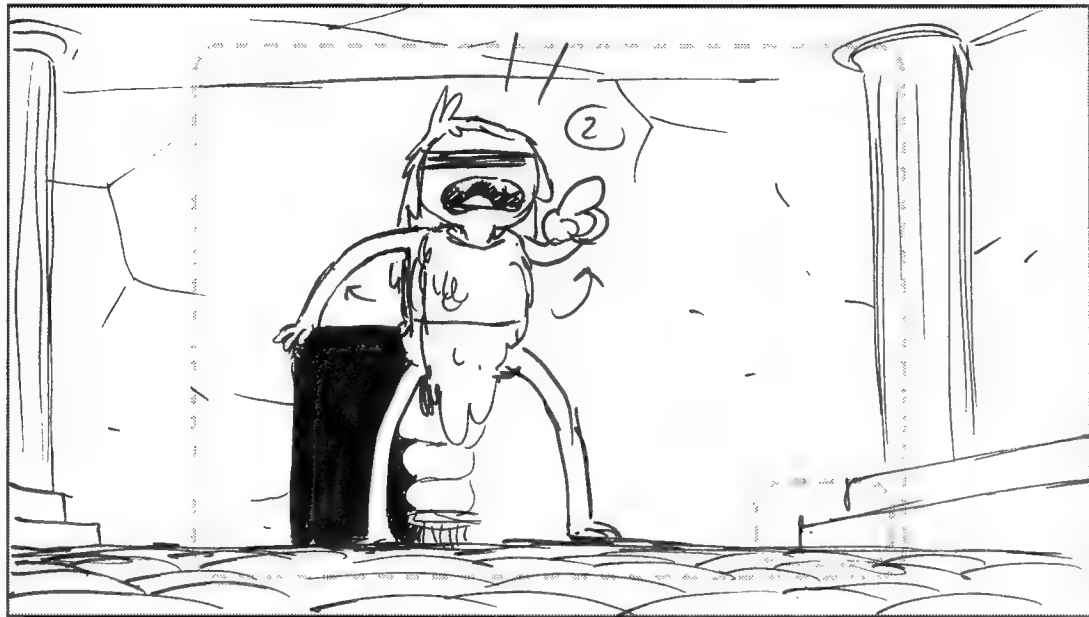
11134-227
EPISODE #

Production :

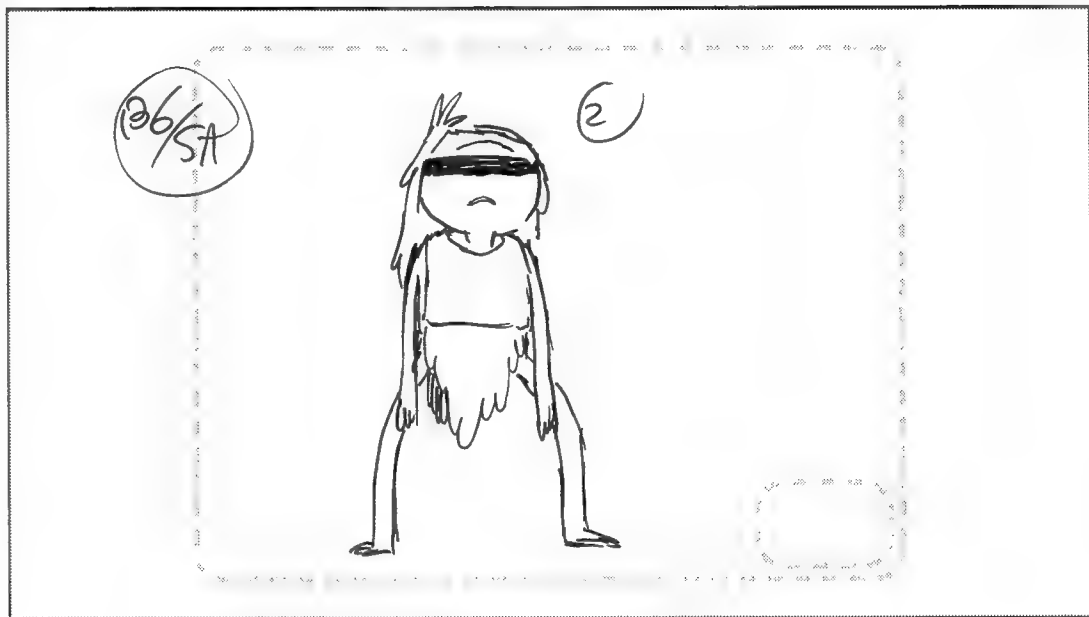
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 174 Pnl. B Bg. day night





Dialog: (F:) EGRESS! EGRESS!
EGRESS! EGRESS!

(F:) (1) ee... (2) ...

Action

Timing

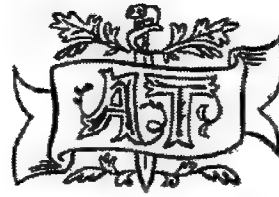


EPISODE # 1034-227

Production :

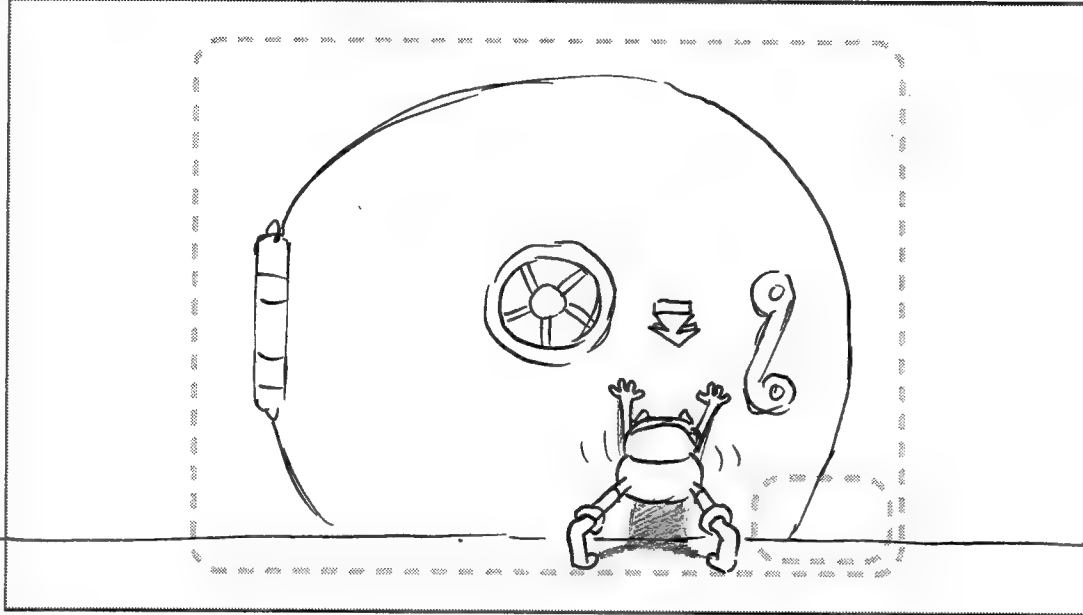
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ADVENTURE TIME



Page 231

Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



Dialog: (F) RRRRAHRR.

(F:) RRRRRR...

Action: [REUSE FOOTAGE]

[REUSE FOOTAGE]

Timing:

1134-227

EPISODE #

Production :

ADVENTURE TIME



Page _____

Sc.

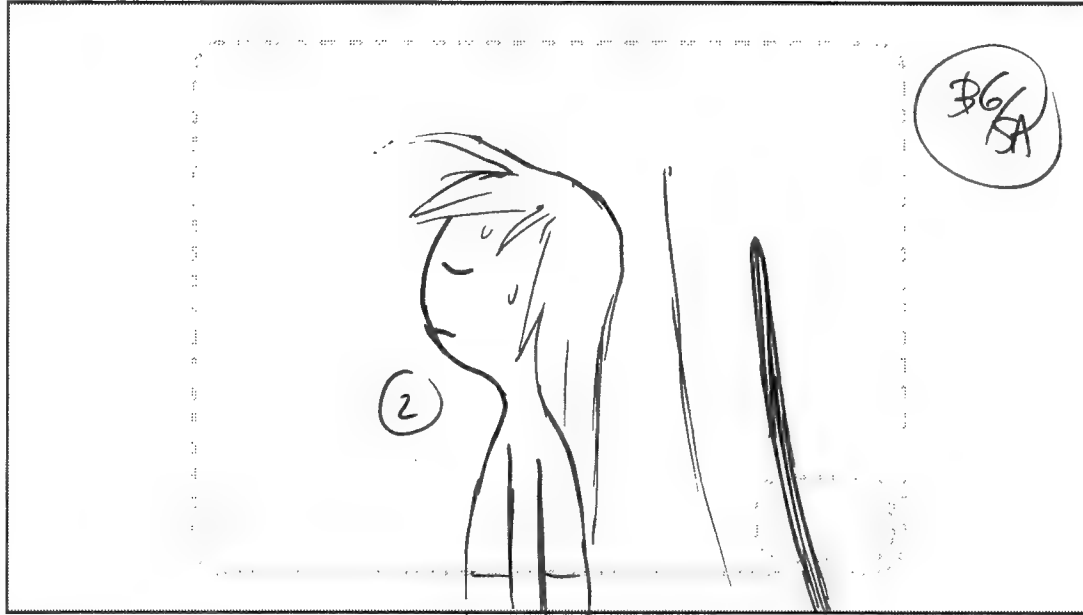
177

Pnl.

A

Bg.

day night



Sc.

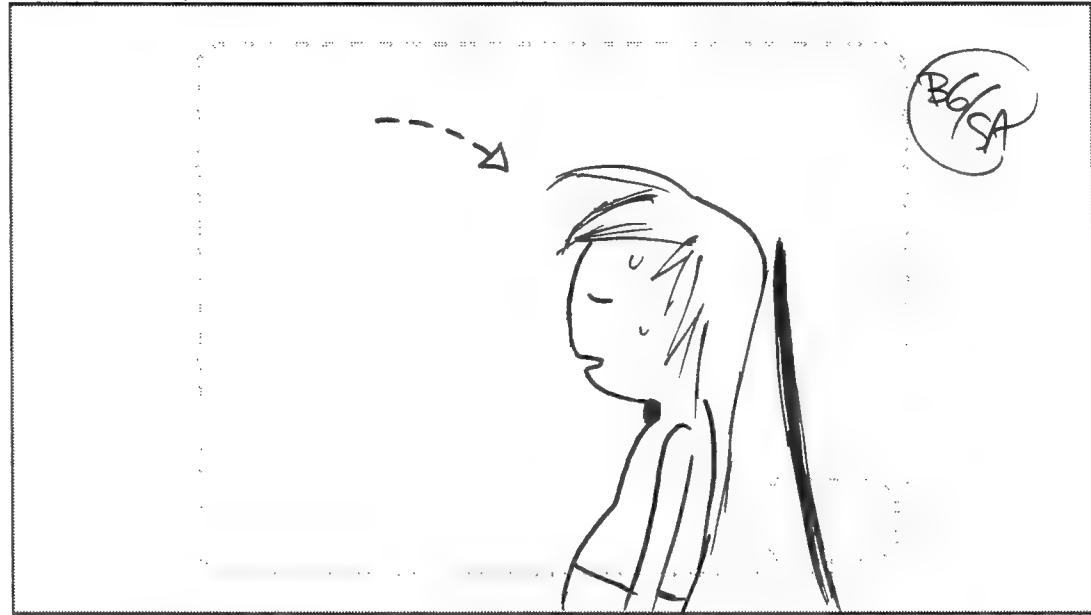
177

Pnl.

B

Bg.

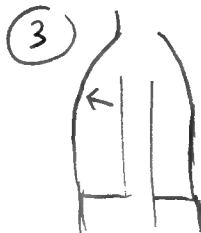
day night



Dialog:

(F) * BIG NOSE INHALE *

(FINN) : SIGHH ... :



-Finn takes a big inhale, then leans back as he sighs, intending to rest against the vault door.

[REUSE from earlier]

1134-227

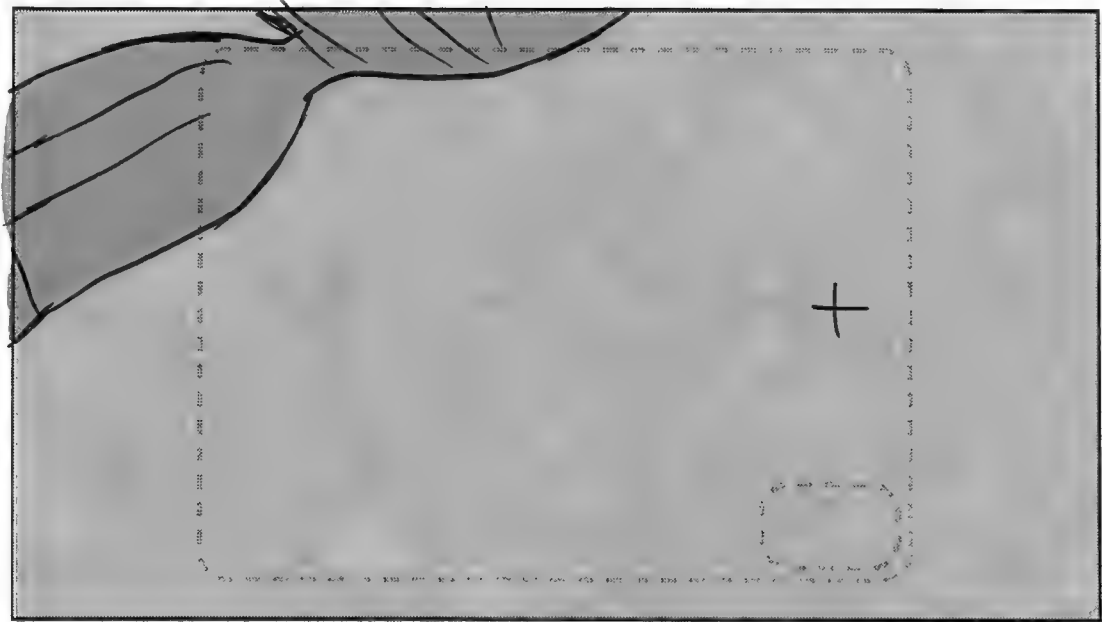
EPISODE #

Production :

ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:		(SFX:) Finn slamming into floor
Action:		- Finn unknowingly falls through the vault door and slams into the ground.
Timing:		[REUSE from earlier]

EPISODE # 1034-227
Production :

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ADVENTURE TIME



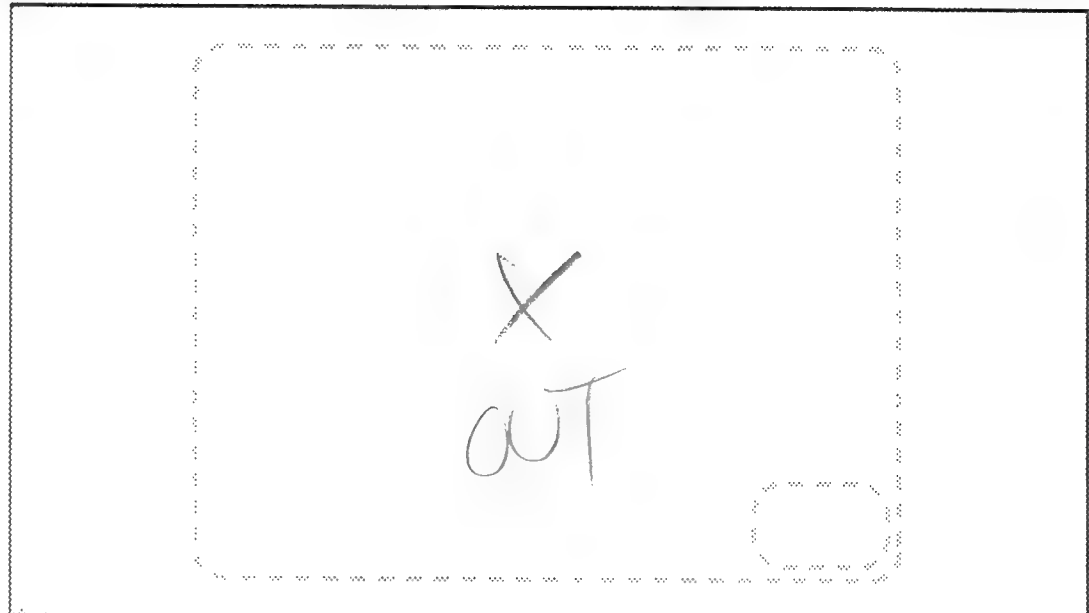
234

Page _____

Sc. 179 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: - Finn raises his brow

Timing: ① ②

1134-227

EPISODE #

Production :

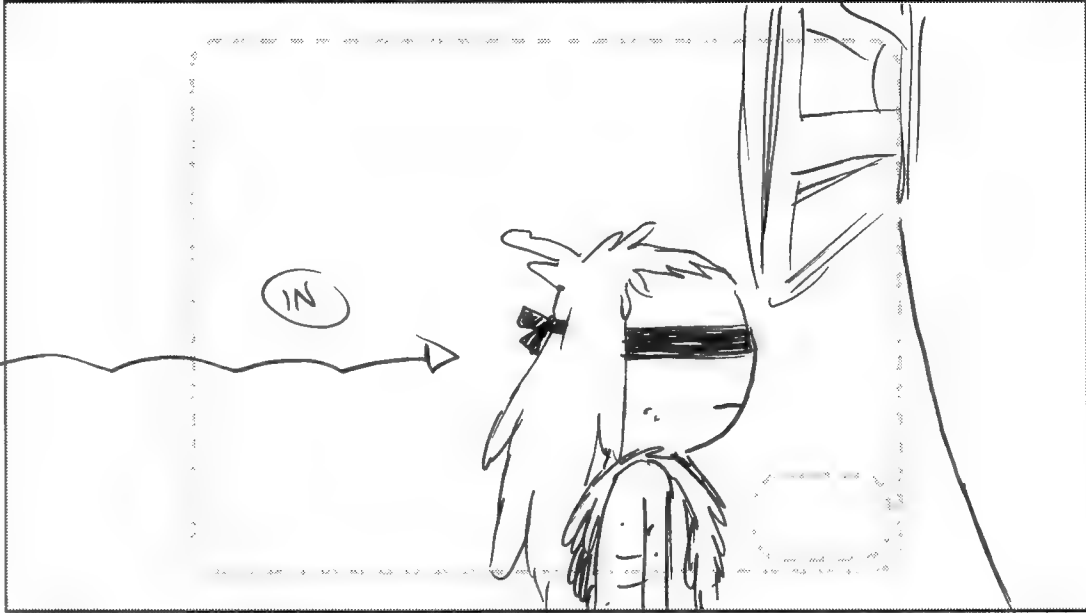
ADVENTURE TIME



Sc. 180 Pnl. A Bg. day night



Sc. 180 Pnl. B Bg. day night



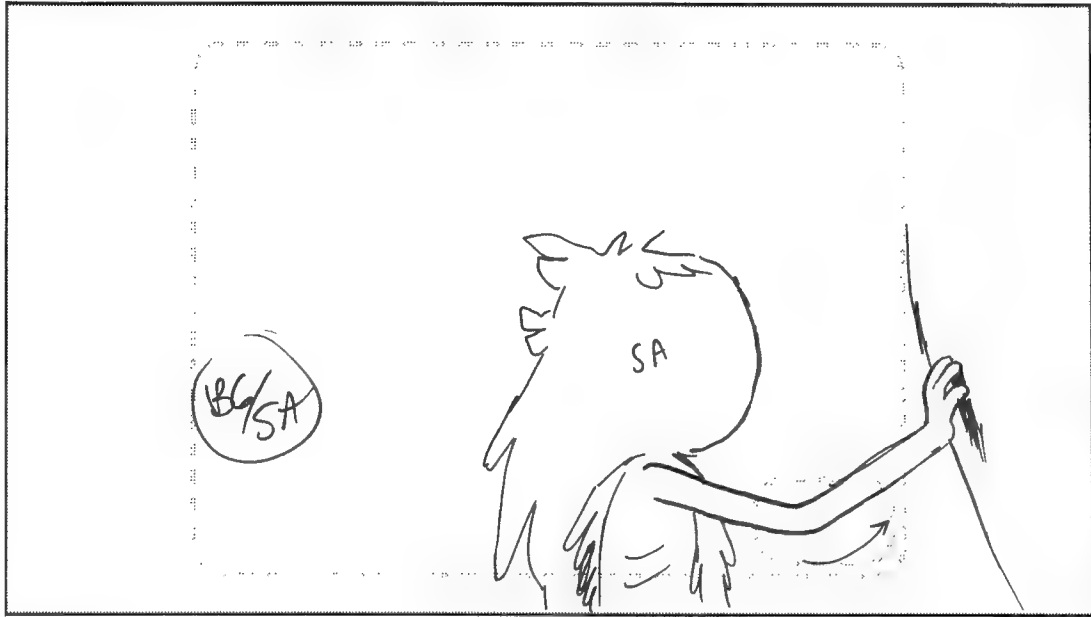
Dialog:
Action: - Finn walks up to vault door
Timing:

EPISODE # 1034-227
Production :

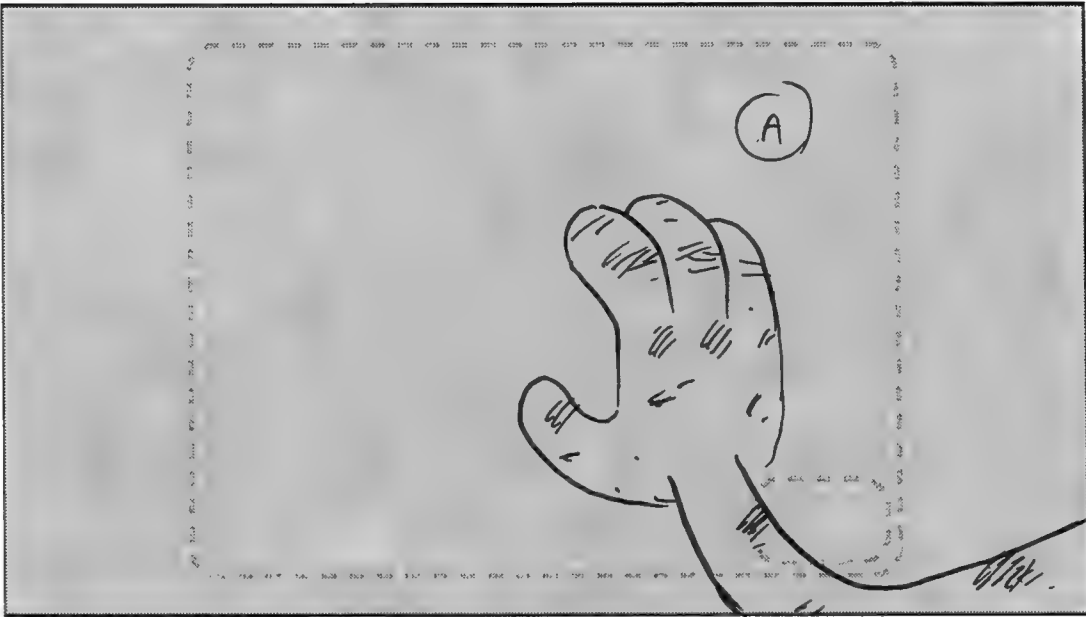
ADVENTURE TIME



Sc. 180 Pnl. C Bg. day night



Sc. 181 Pnl. A Bg. day night



Dialog:
Action: - Finn places his hand on the vault door.
Timing:

EPISODE # 1134-227
Production :

ADVENTURE TIME



Sc. 181 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog: SFX: TAP TAP TAP

Action: (A)(B)(A)(B)(A)(B)(A)
- Finn taps on the vault door.

Timing:

1134-227 EPISODE # Production :

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ADVENTURE TIME



238

Page _____

Sc.

182

Pnl.

A

Bg.

day night



Sc.

182

Pnl.

B

Bg.

day night



Dialog:
Action:
Timing:

1134-227

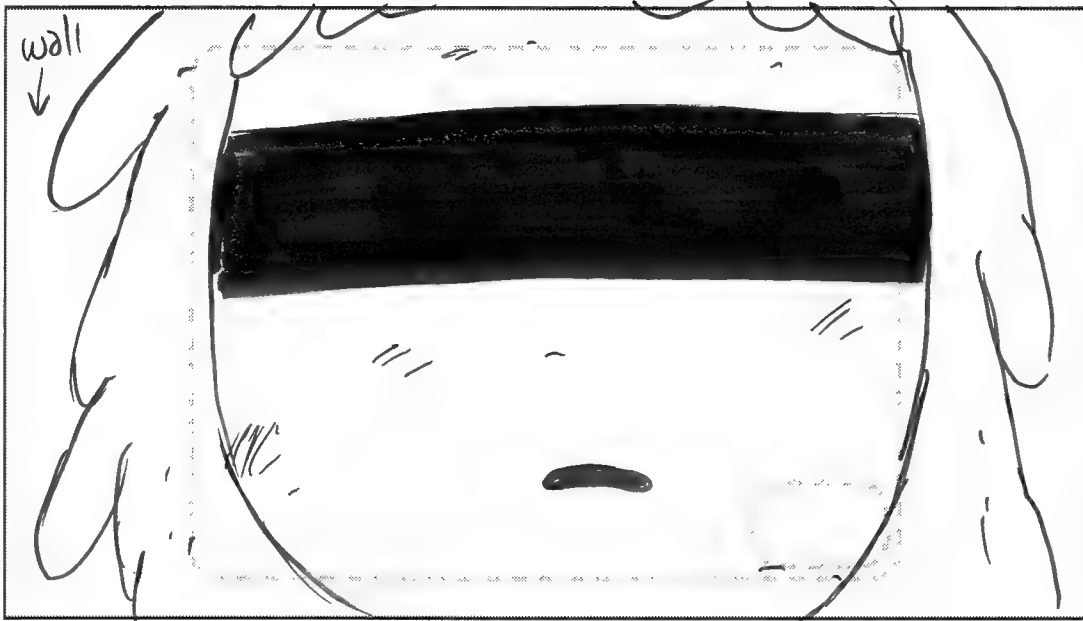
EPISODE #

Production :

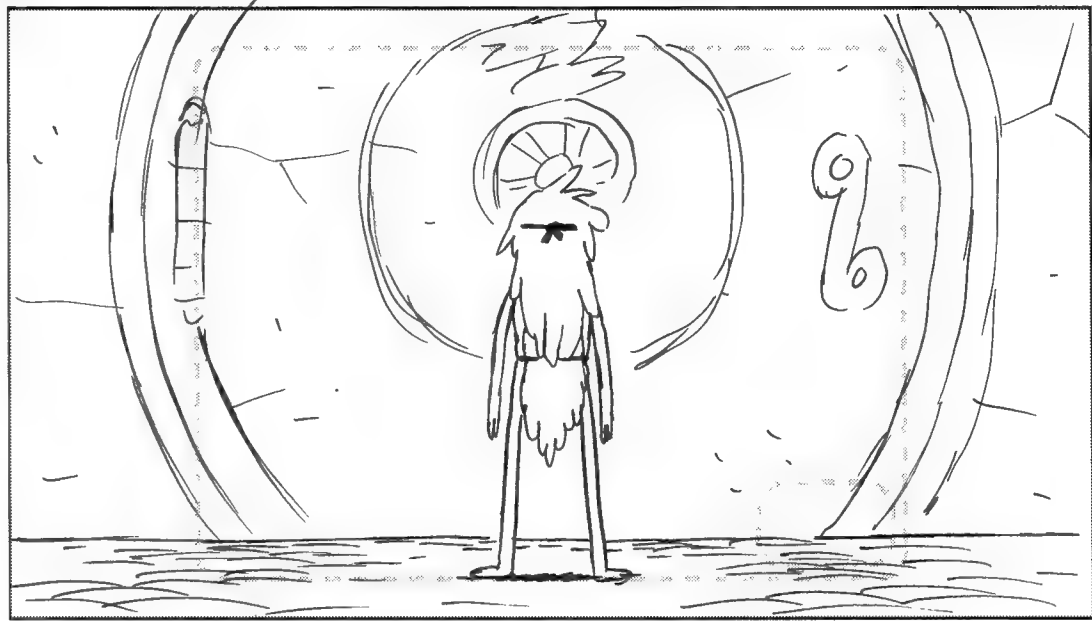
ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog: BMO (V.O.) ... something's different...
(childlike awe)

★ ALT: Have PB and FINN read this line too, for options.

- BEAT -

Action:

Timing:

1134-227

EPISODE #

Production :

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ADVENTURE TIME



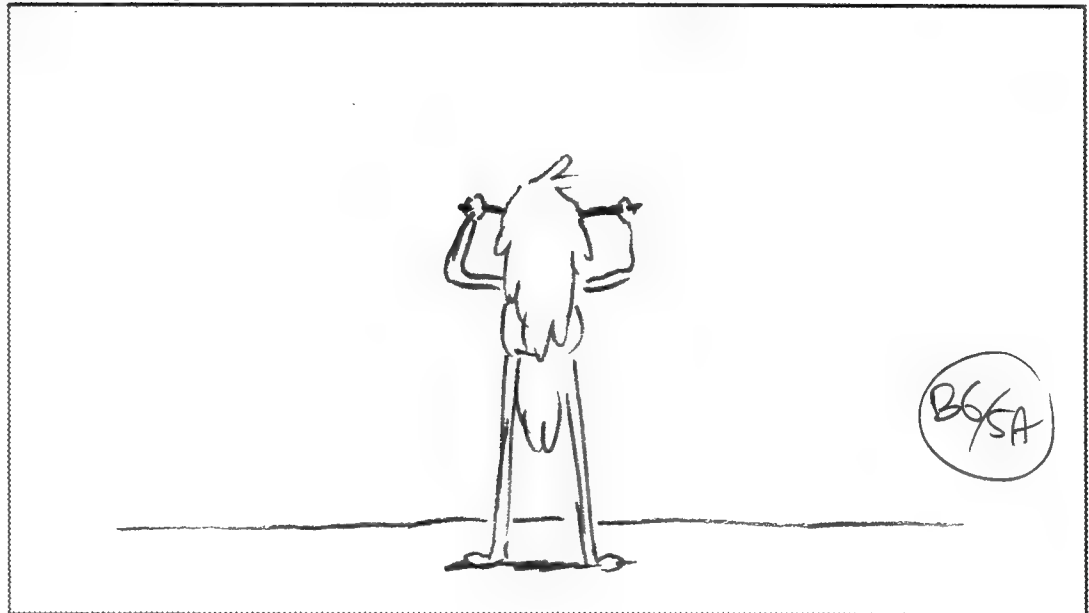
240

Page _____

Sc. 184 Pnl. B Bg. day night



Sc. 184 Pnl. C Bg. day night



Dialog:	
Action:	- Finn unties his blindfold.
Action:	- Finn partially removes his blindfold.
Timing:	

1134-227

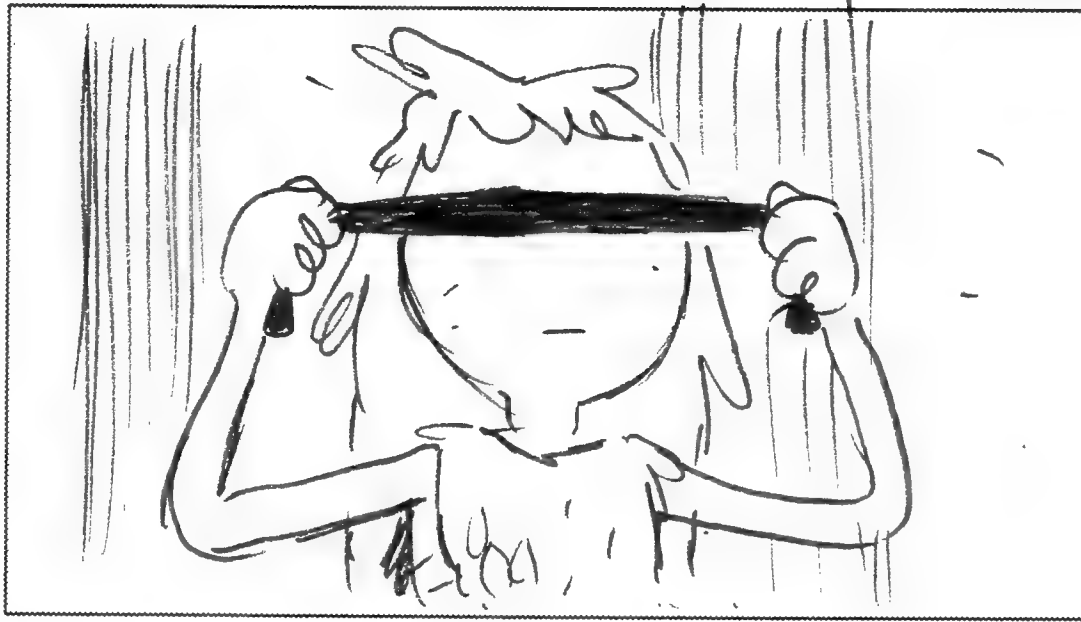
EPISODE #

Production :

ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 185 Pnl. B Bg. day night



Dialog:	
Action:	- Finn drops his blindfold, revealing mother blindfold
Timing:	

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EPISODE # 11134-227

Production :

ADVENTURE TIME



242

Sc. 185 Pnl. C Bg. day night



Sc. 185 Pnl. D Bg. day night



Dialog:

Action: - Finn reveals a third blindfold

Timing:



11134-227

EPISODE #

Production :

ADVENTURE TIME



243

Pag. _____


Sc. 185 Pnl. E Bg. day night




Sc. 185 Pnl. F Bg. day night



Dialog:	
Act	
Tim	





FINN SHOULD HAVE SOME KIND OF TAN-LINE UNDER HIS BLIND-FOLDS

- Finn removes his final blindfold.

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1034-227

EPISODE #

Production :

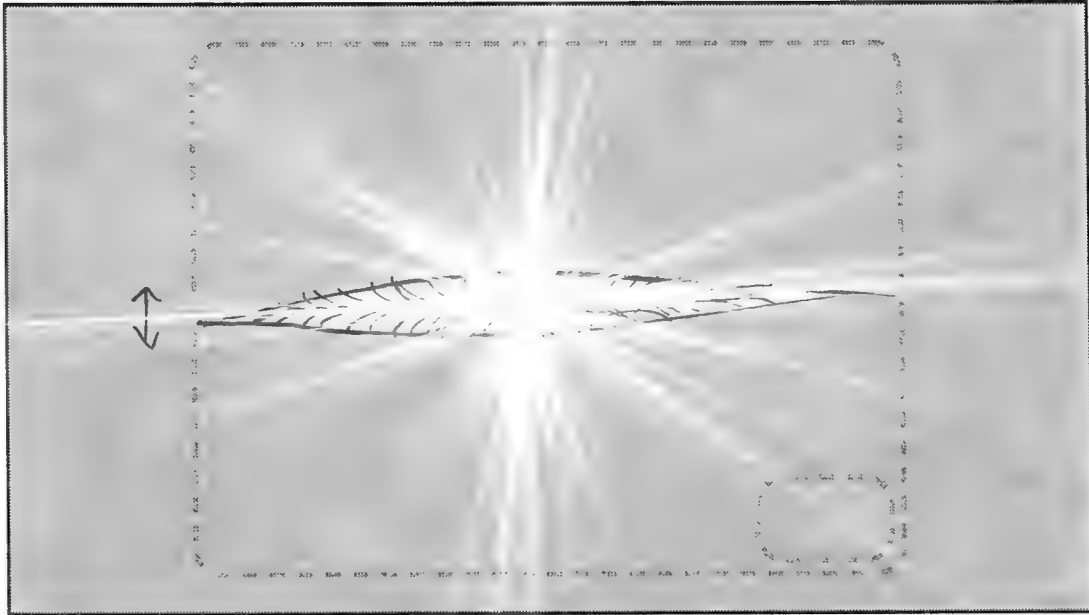
ADVENTURE TIME



Sc. 186 Pnl. A Bg. day night



Sc. 186 Pnl. B Bg. day night



Dialog:	FINN: (OS) * BIG INHALE * * BIG EXHALE *
Action:	- Finn slowly opens his eye, letting Bright white light stream in.
Timing:	

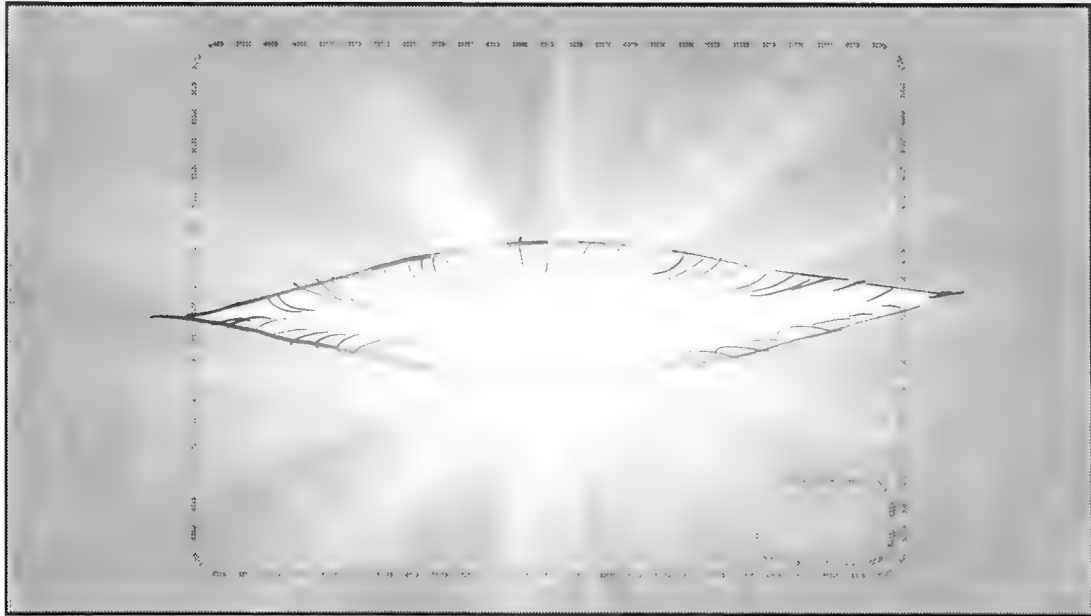
EPISODE # 1034-227

Production :

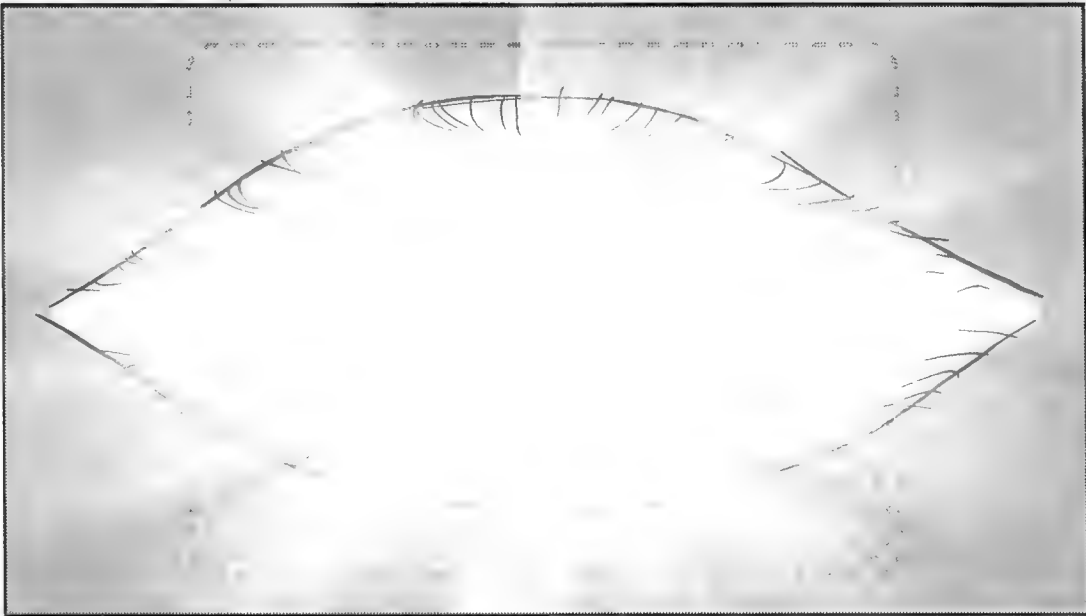
ADVENTURE TIME



Sc. 186 Pnl. C Bg. day night



Sc. 186 Pnl. D Bg. day night



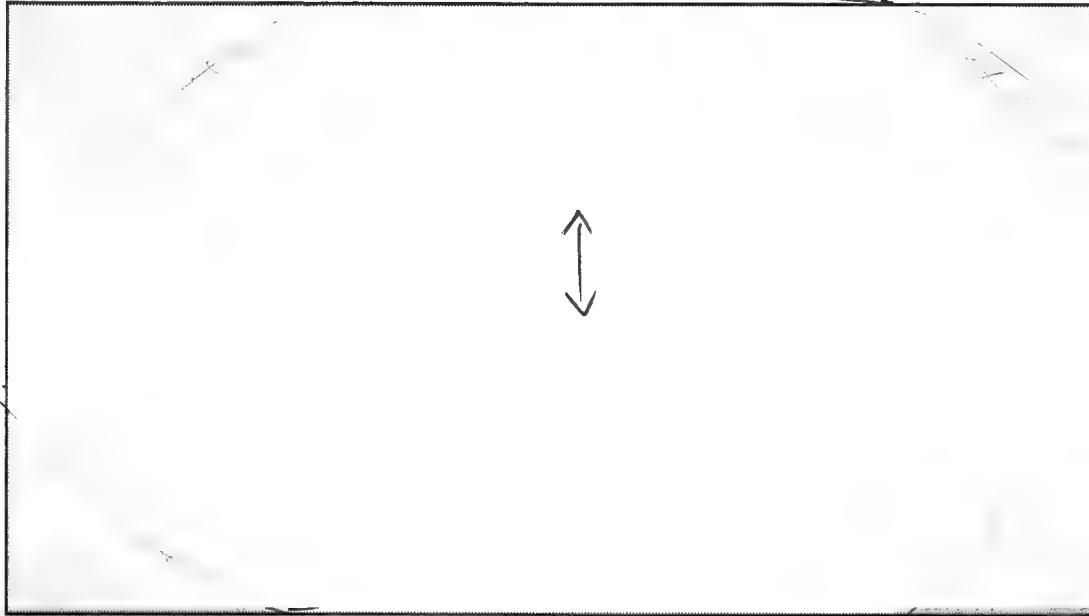
Dialog:
Action:
Timing:

EPISODE # 1134-227
Production :

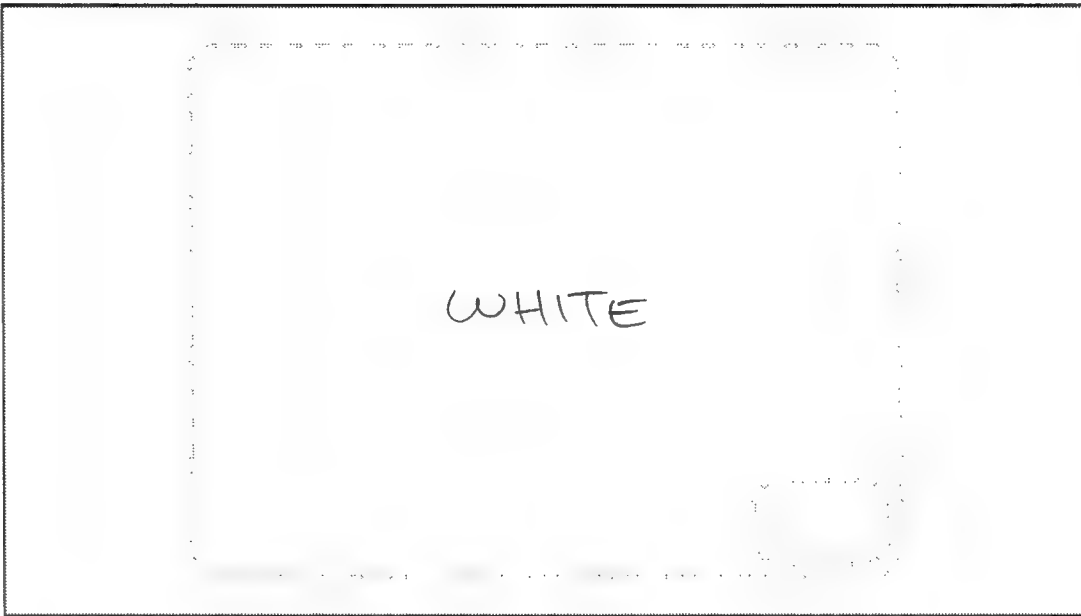
ADVENTURE TIME



Sc. 186 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

11134-227

EPISODE #

Production :

ADVENTURE TIME

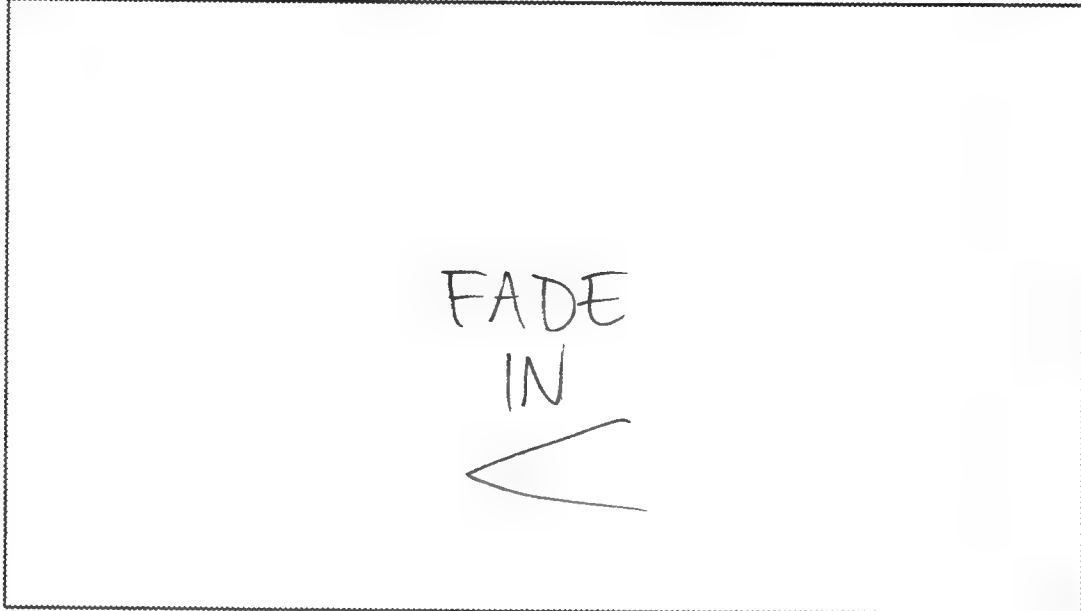


Sc.

Pnl.

Bg.

day night



Sc.

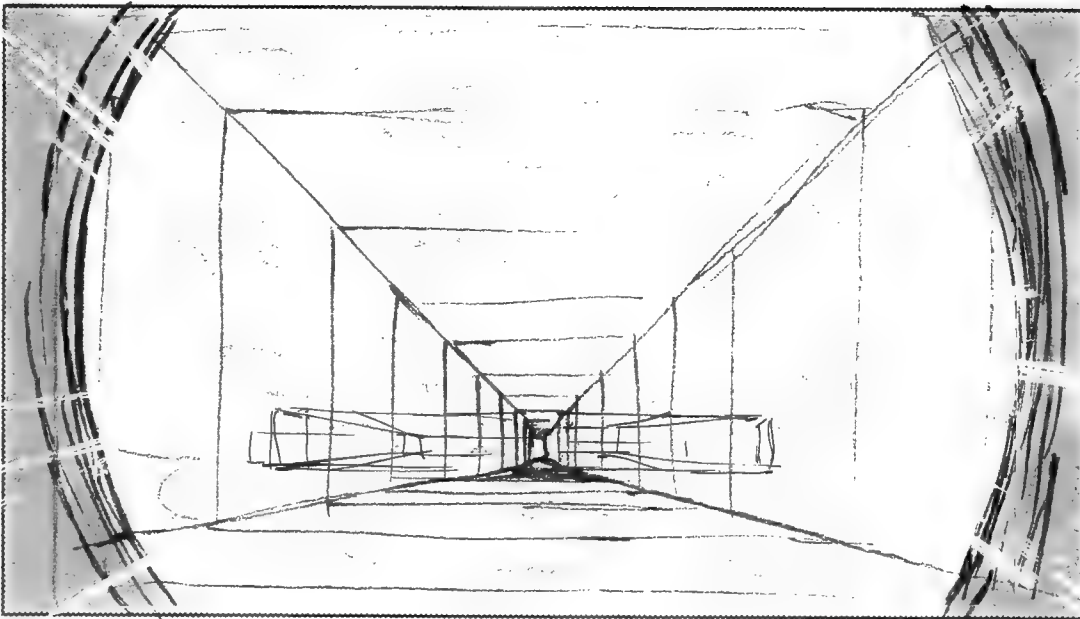
187

Pnl.

A

Bg.

day night

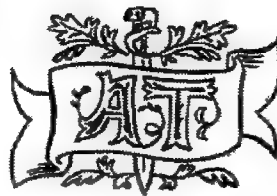


Dialog:
Action:
Timing:

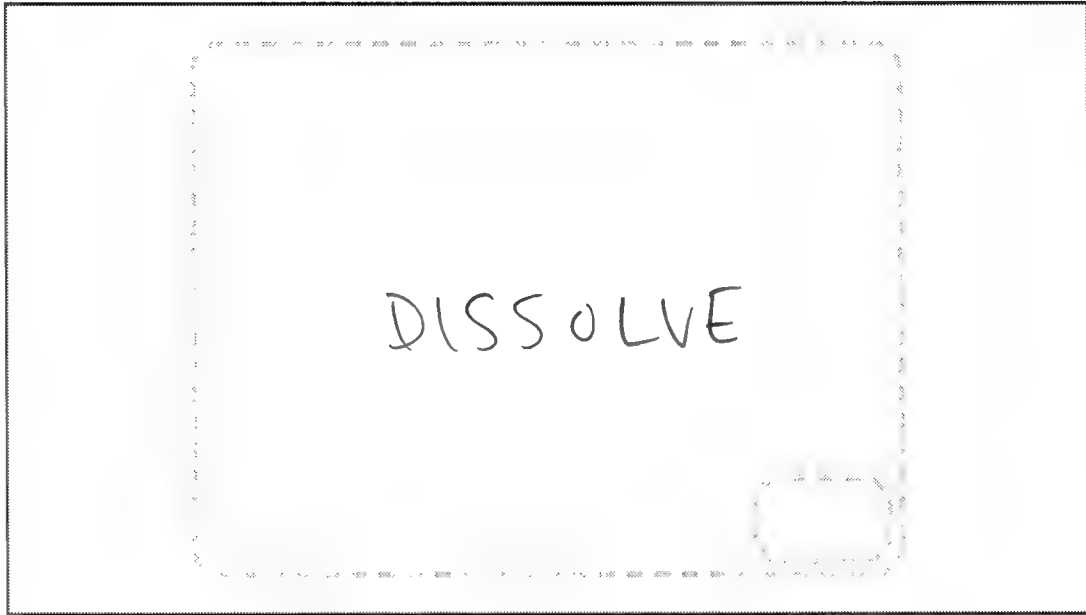
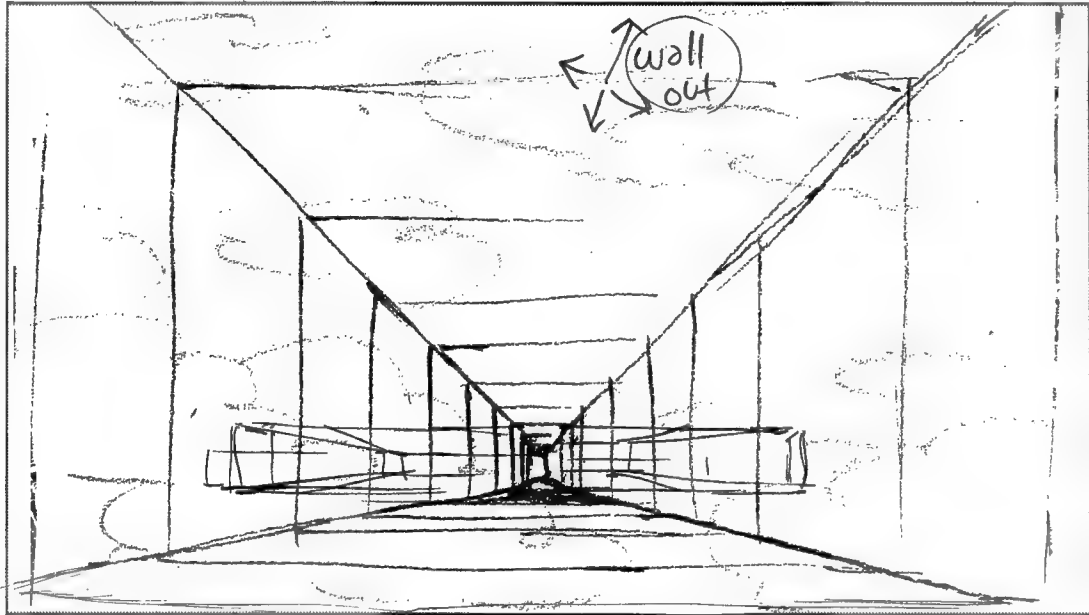
EPISODE # 1134-227

Production :

ADVENTURE TIME



Sc. 187 Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action: - Truck into corridor, vault wall recedes faster than truck in - Dissolve before camera comes to a stop.
Timing:

1134-227

EPISODE #

Production :

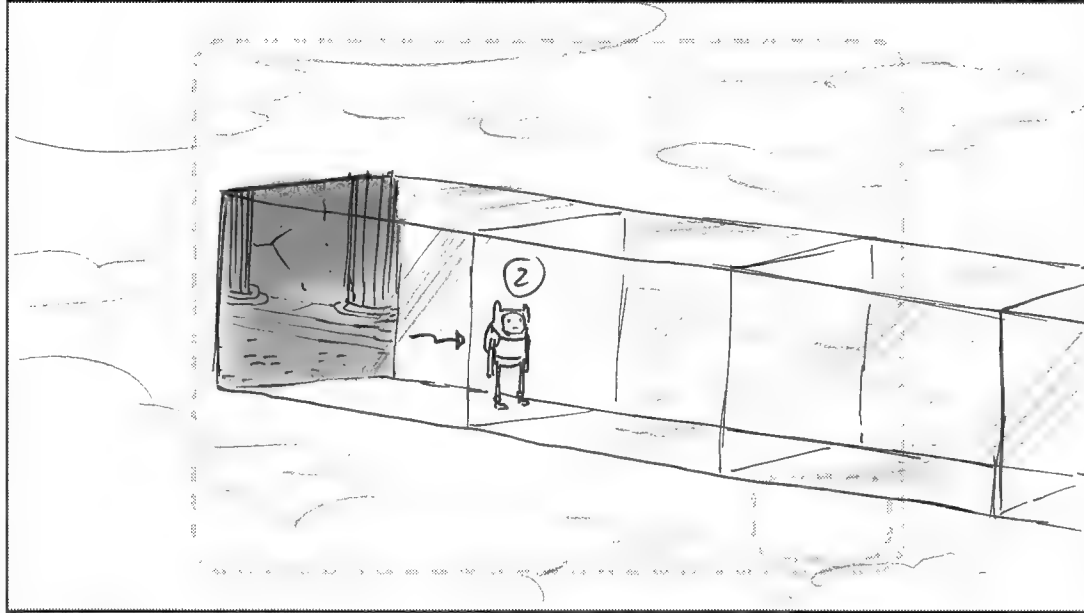
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ADVENTURE TIME

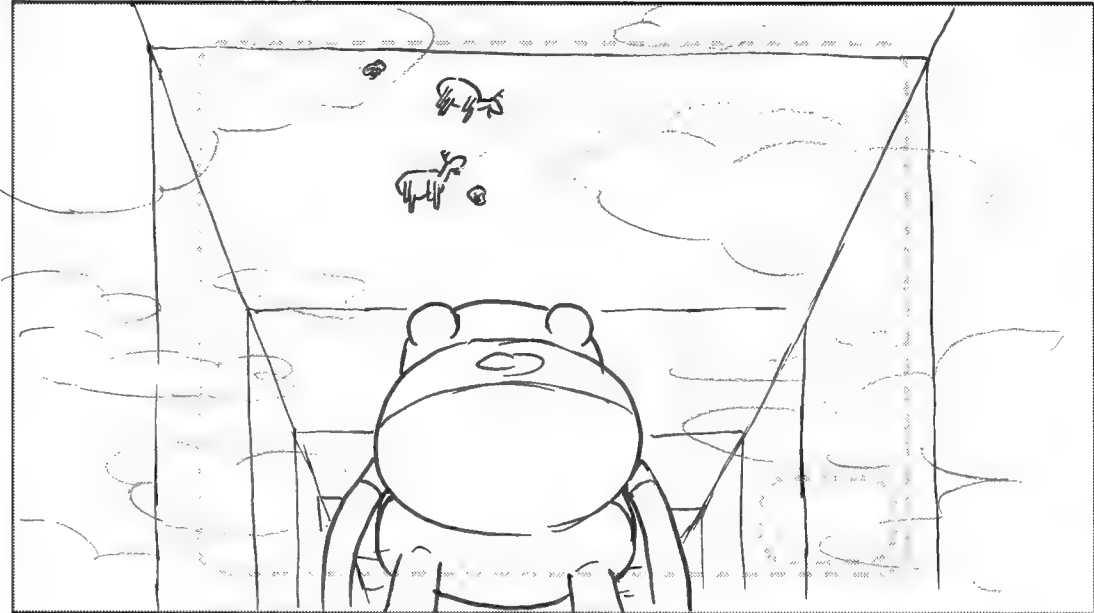


Page 249

Sc. 188 Pnl. A Bg. day night



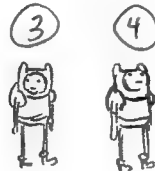
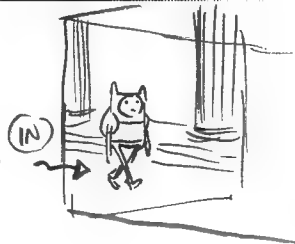
Sc. 189 Pnl. A Bg. day night



Dialog:

♪ subdued
mode of propulsive score to come, ...

Action:



- Finn walks into glass maze, looks around,
then looks up - and sees deer and bunny + frog
suspended high in the air.

Timing:

1134-227

EPISODE #

Production :

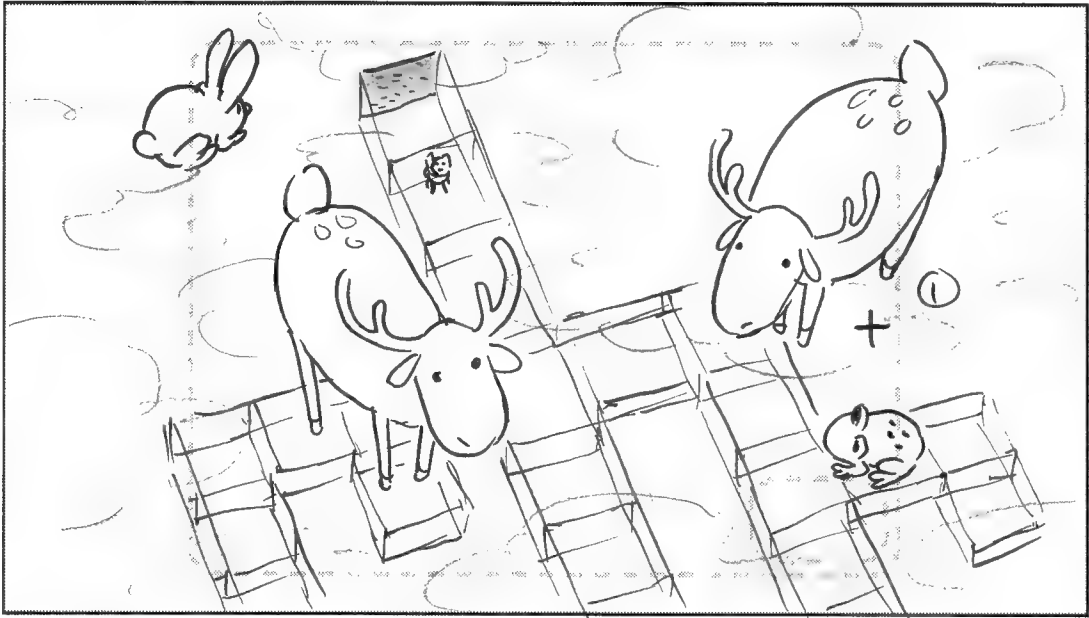
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ADVENTURE TIME

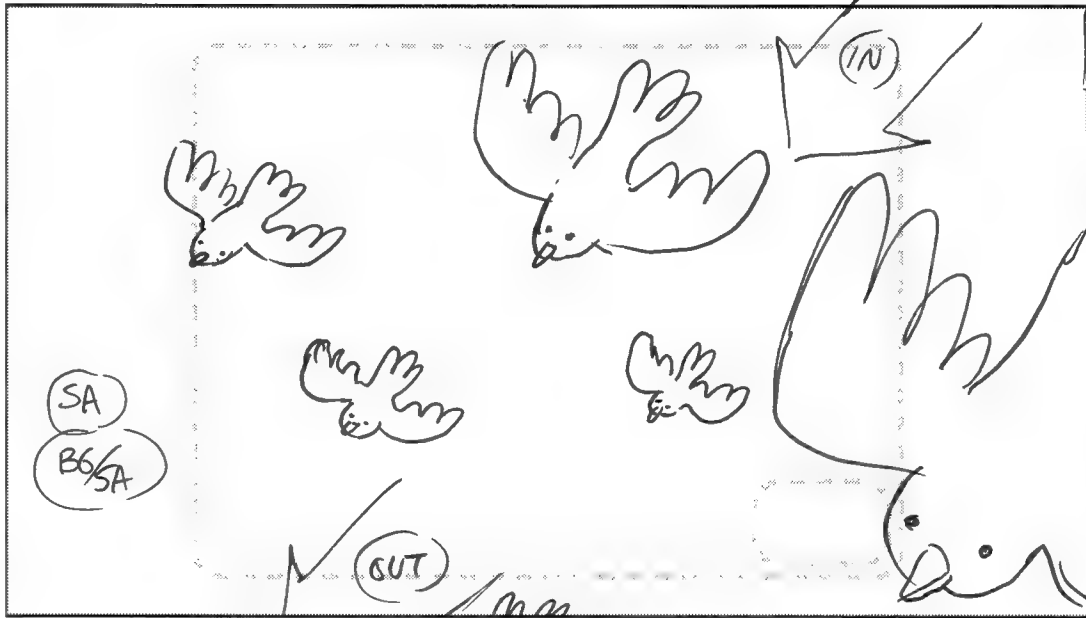


Page 250

Sc. 190 Pnl. A Bg. day night



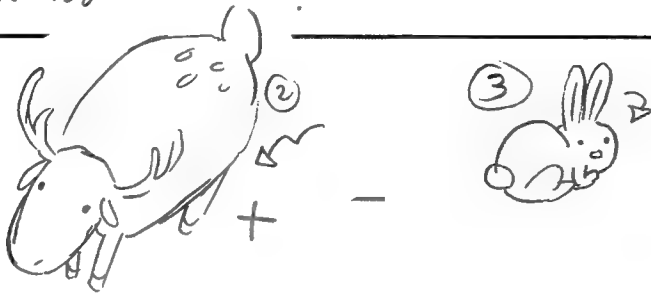
Sc. 190 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

- maybe blur the Finn layer a bit?

- maybe blur the birds a bit too?



- Flock of birds flies high overhead.

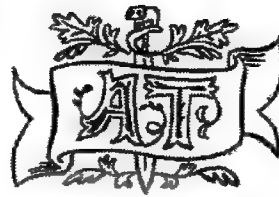
Production :

EPISODE #

1154-227

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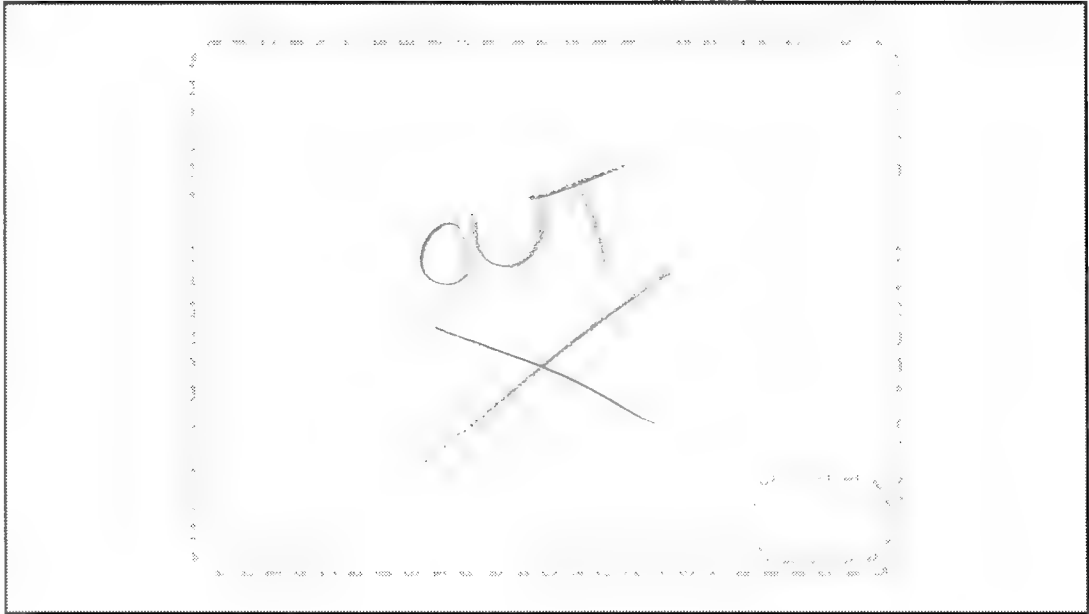
ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

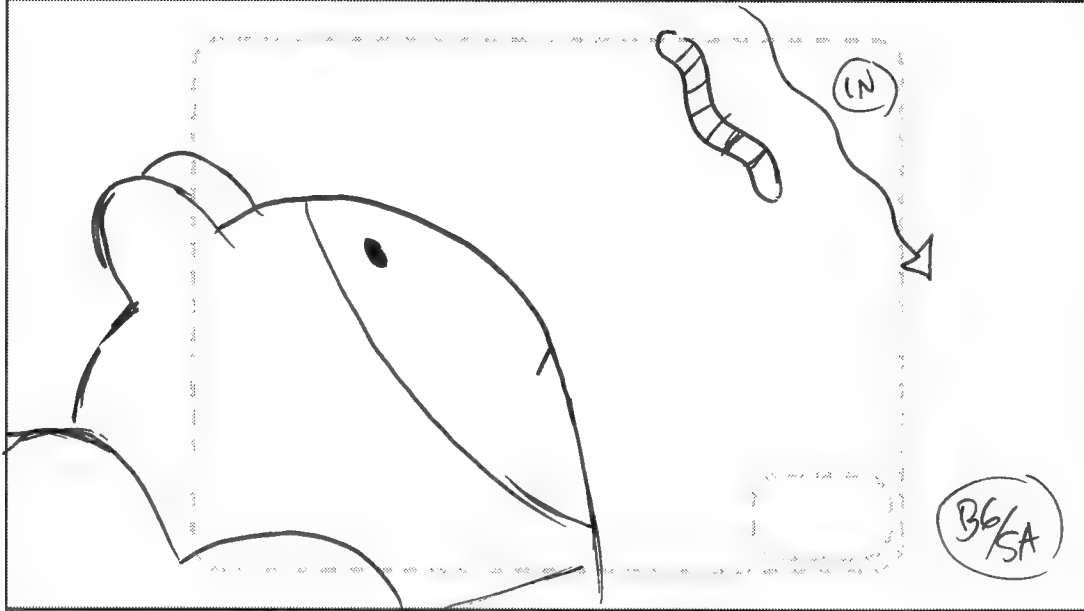
EPISODE # 1134-227
Production :

ADVENTURE TIME

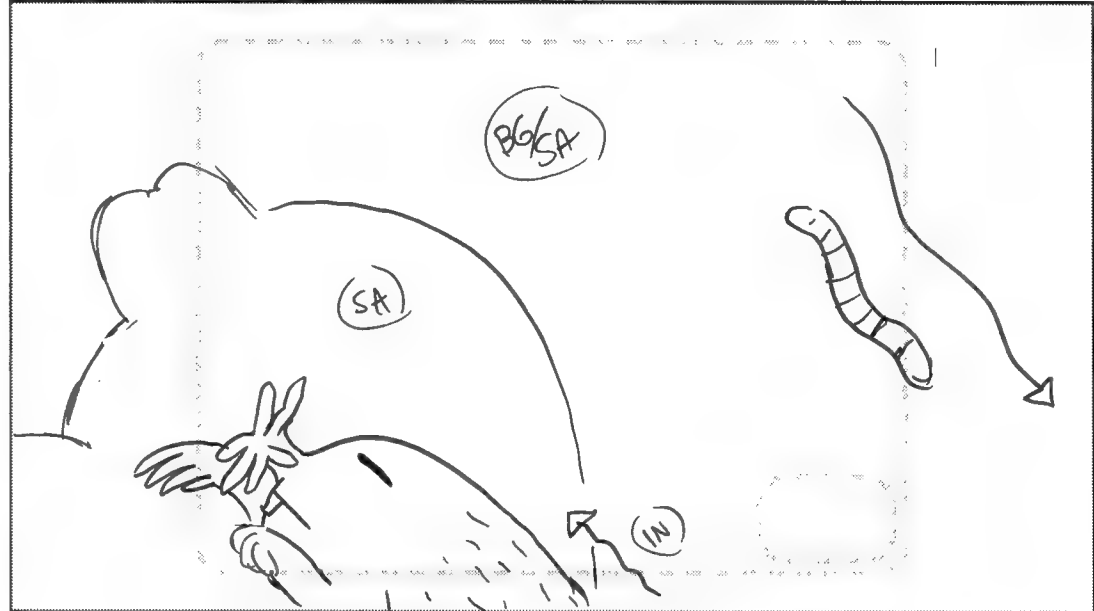


Page 252

Sc. 191 Pnl. B Bg. day night



Sc. 191 Pnl. C Bg. day night



Dialog:

- maybe cool blur effects on mole, then Finn ?

Action:

- Finn watches an earthworm crawl by (outside glass maze)

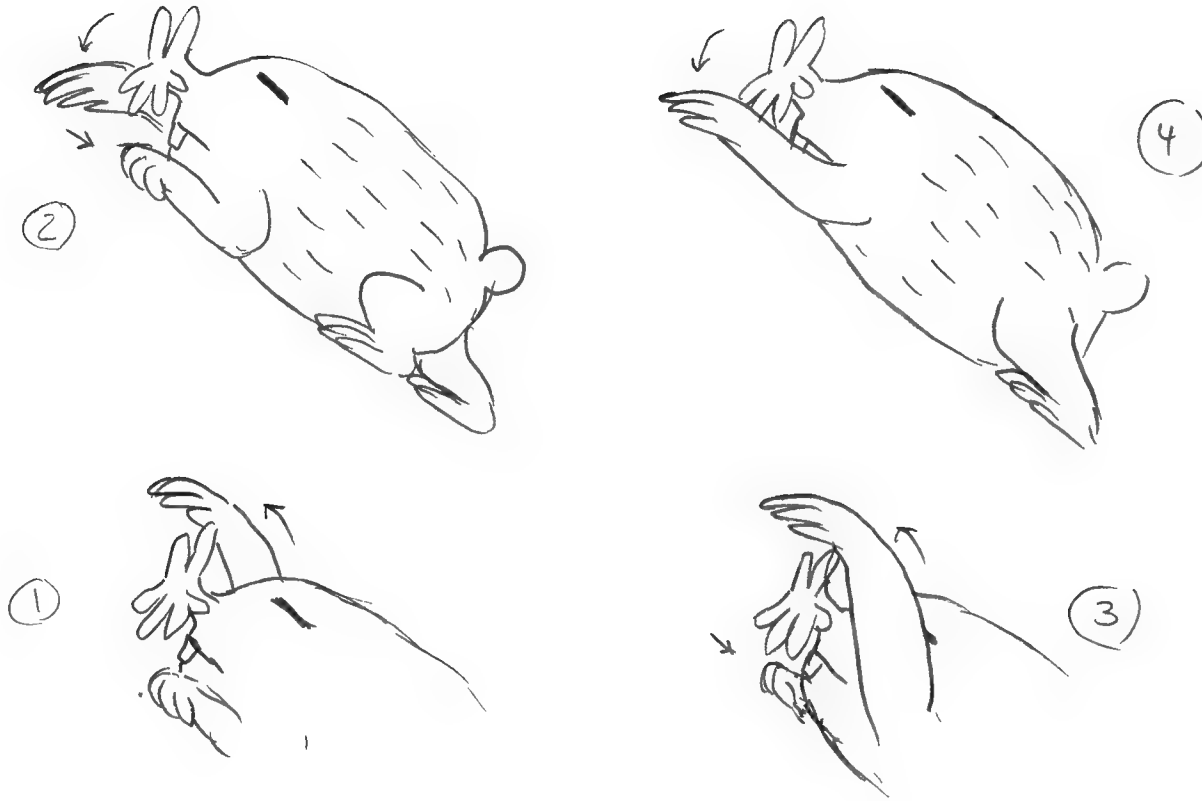
- Mole digs through frame (outside glass maze)

Timing:

EPISODE #

1034-227

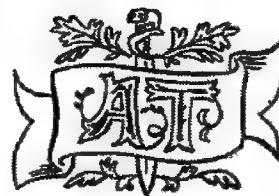
Production :



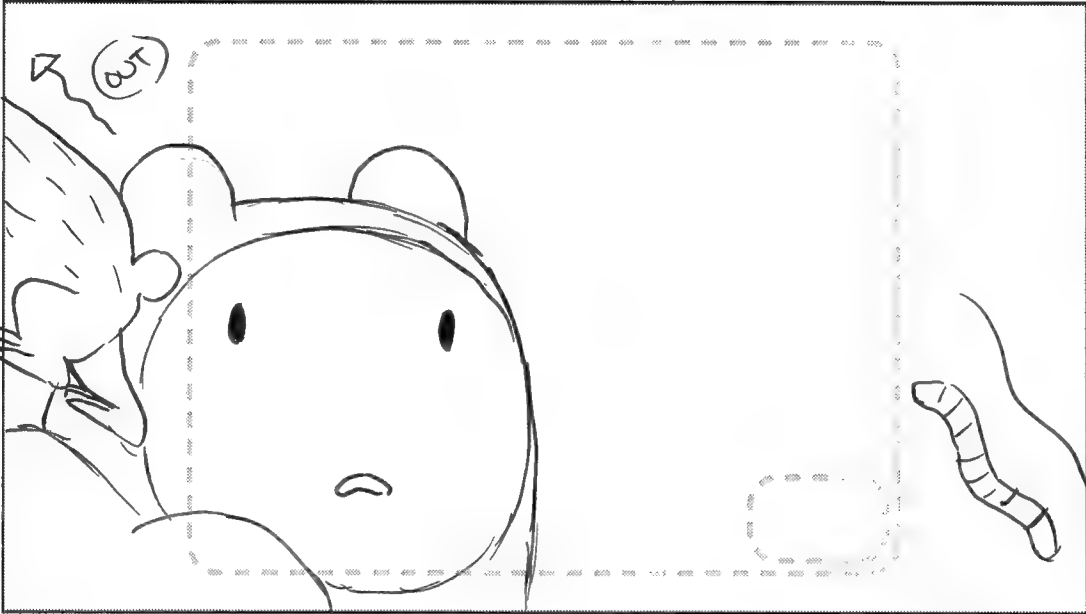
①②③④①②③④ etc.
something like this ??

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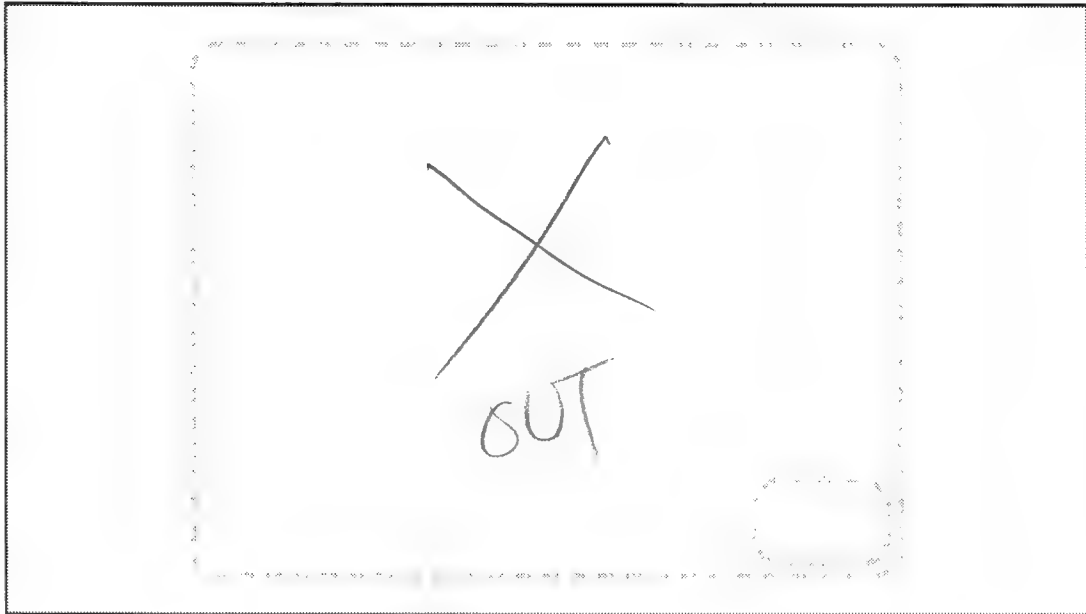
ADVENTURE TIME



Sc. 191 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - Finn watches mole pass.
Timing:

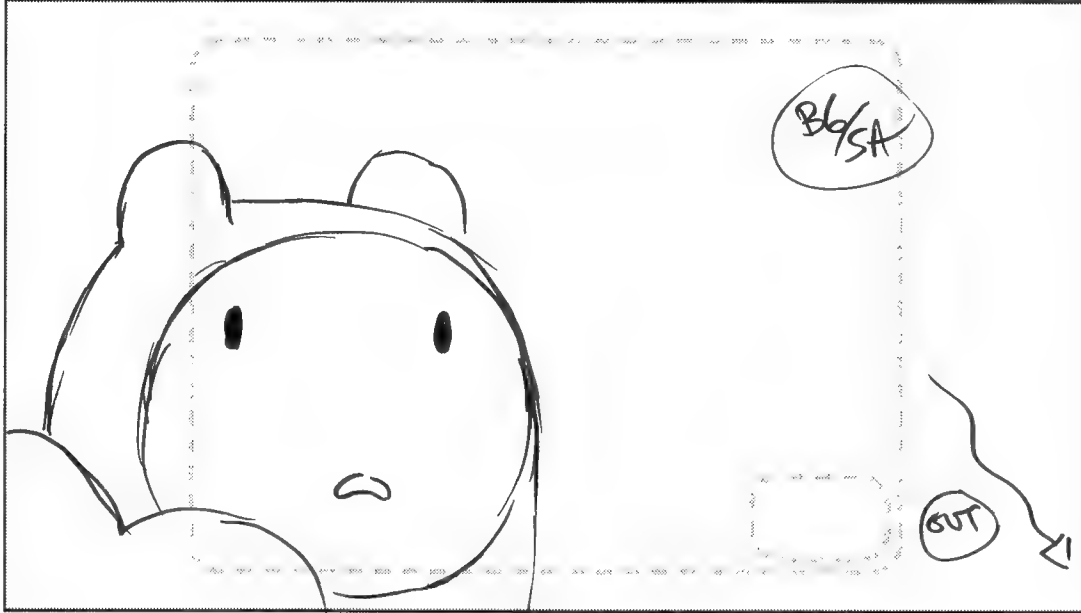
EPISODE # 1034-227
Production :

ADVENTURE TIME

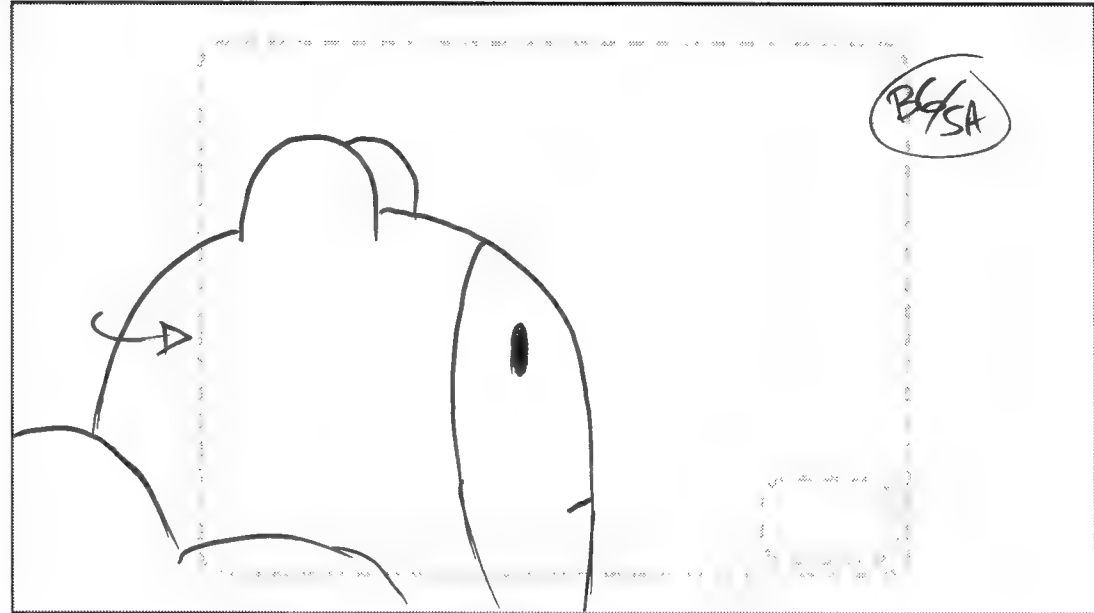


Page 25

Sc. 191 Pnl. E Bg. day night



Sc. 191 Pnl. F Bg. day night



Dialog:

Action:

-Finn looks forward.

Timing:

EPISODE #

1034-227

Production :

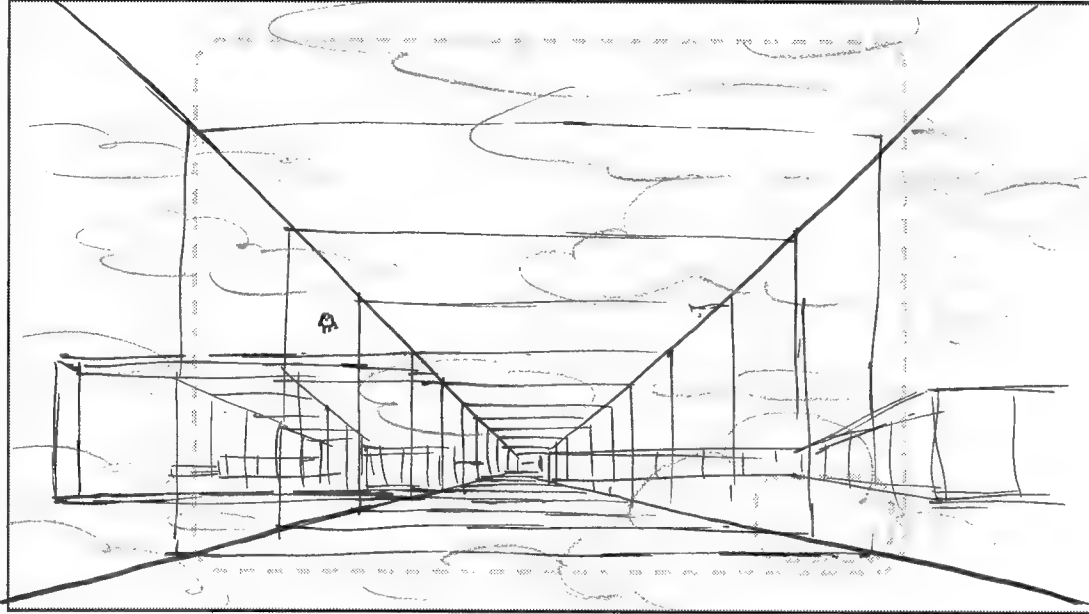
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ADVENTURE TIME

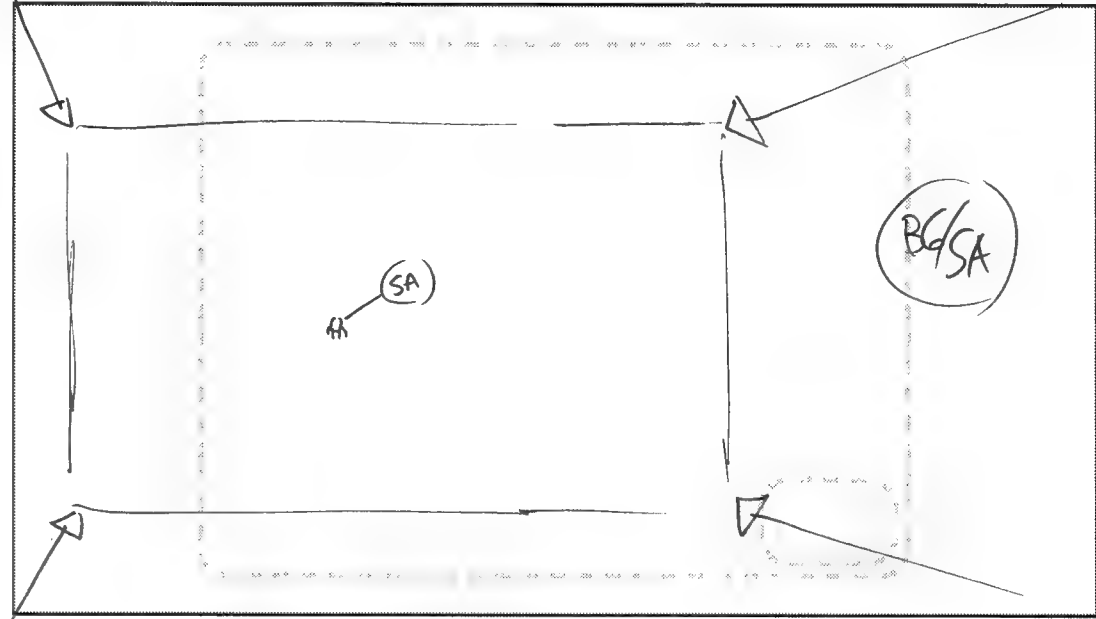


Page 256

Sc. 192 Pnl. A Bg. day night



Sc. 192 Pnl. B Bg. day night



Dialog:

^{maze}
(sorry this layout doesn't quite match up
with the others... it should)

Action:



Timing:

1034-227

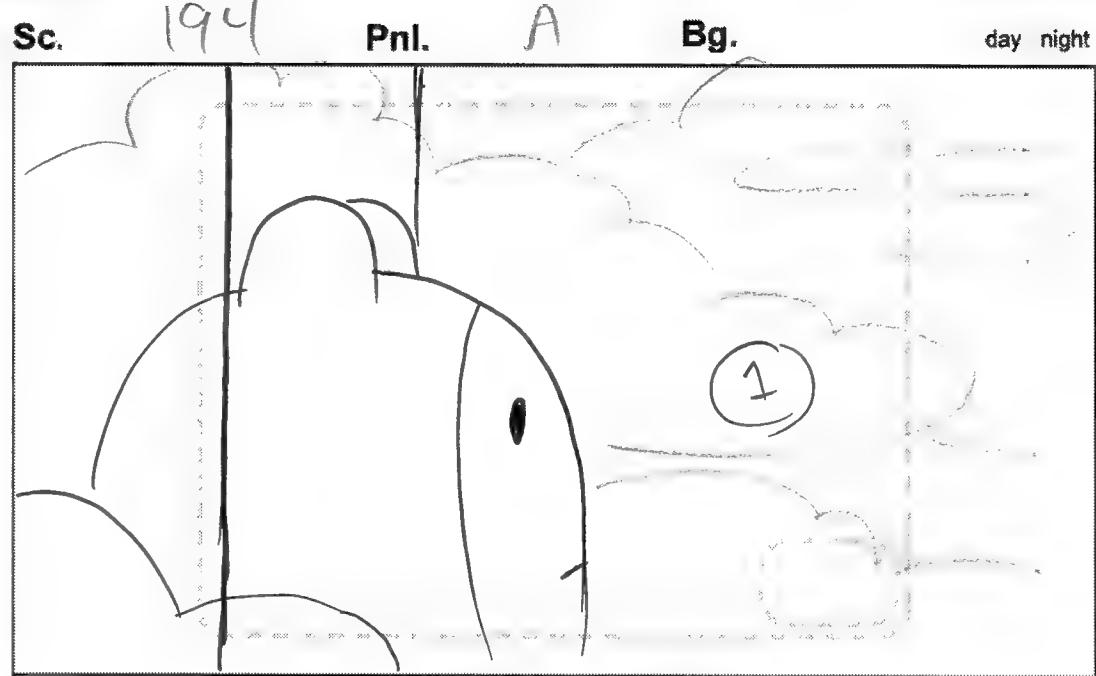
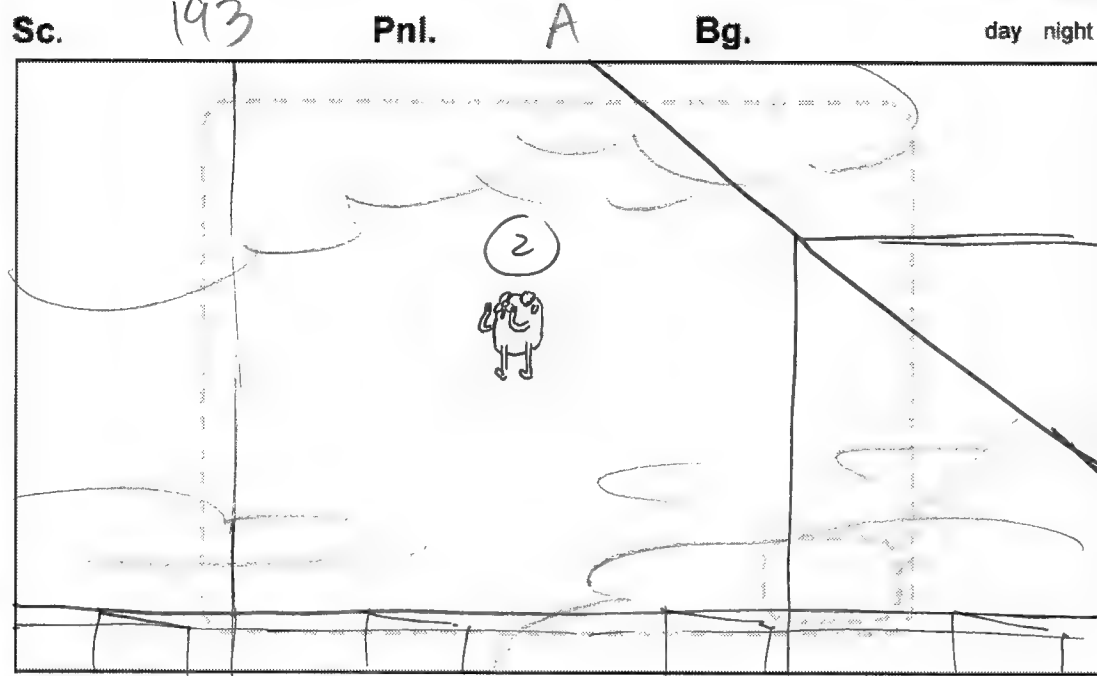
EPISODE #

Production :

ADVENTURE TIME



Page 257



Dialog: (2) [JAKE YELLS "FINN" inaudibly]

Action:



- Jake calls out for Finn, then looks around.

[start pose]

Timing:

11134-227

EPISODE #

Production :

ADVENTURE TIME



Page 258

Sc.

194

Pnl.

B

Bg.

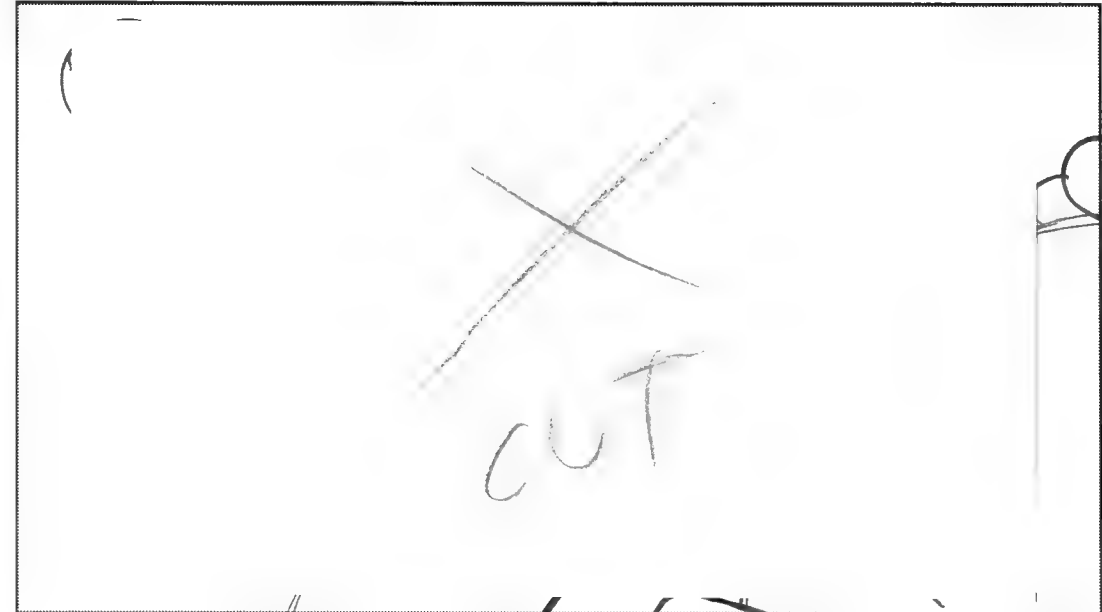
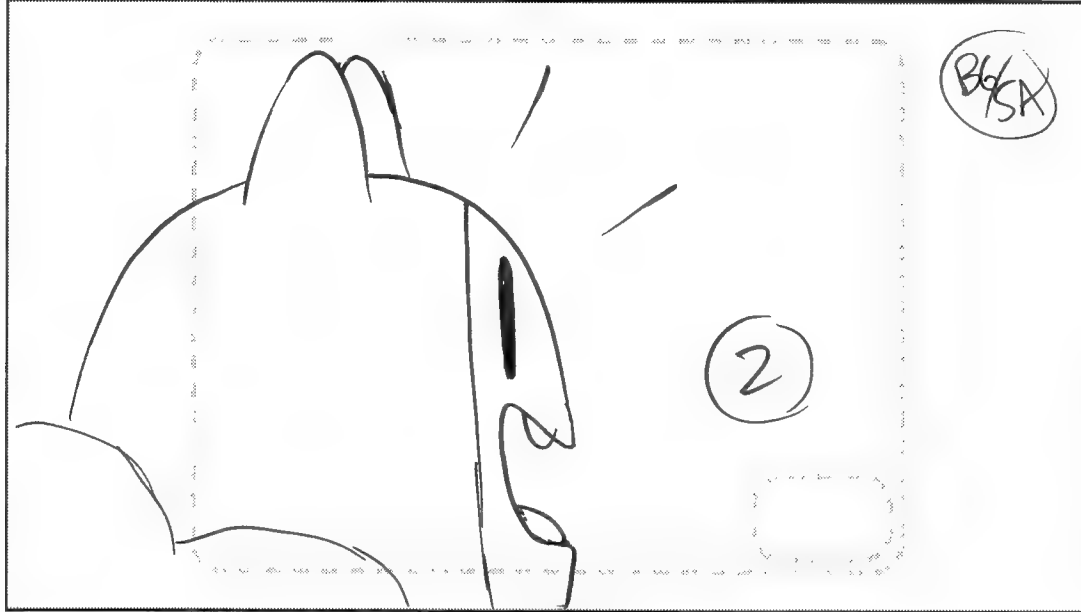
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- Finn is ecstatic to see Jake .

Timing:

EPISODE # 1034-227

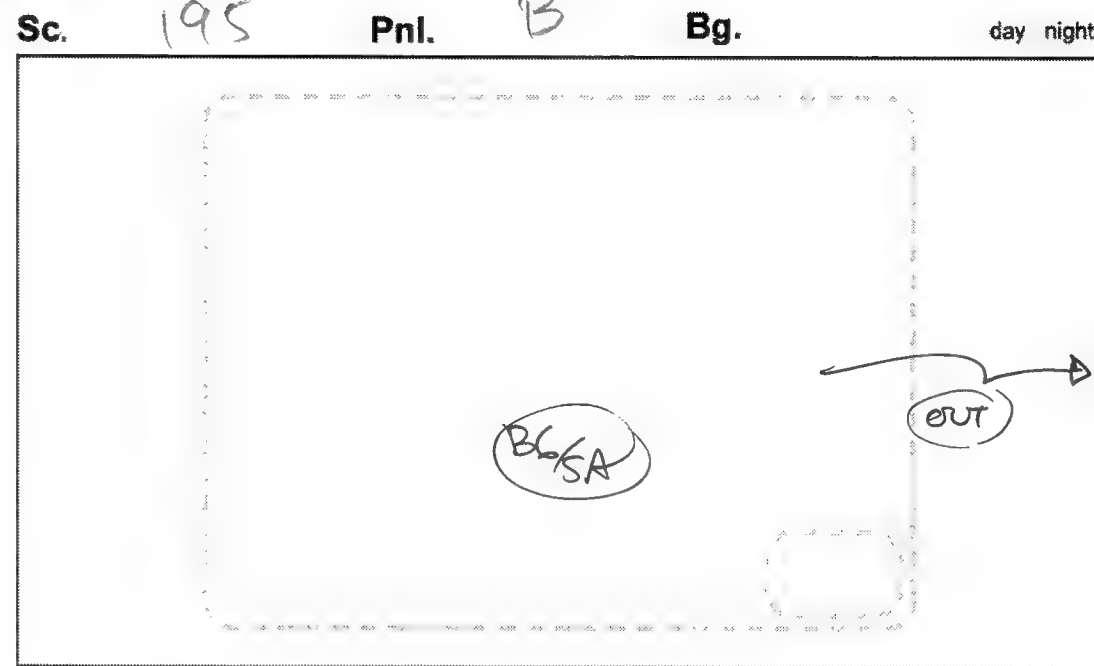
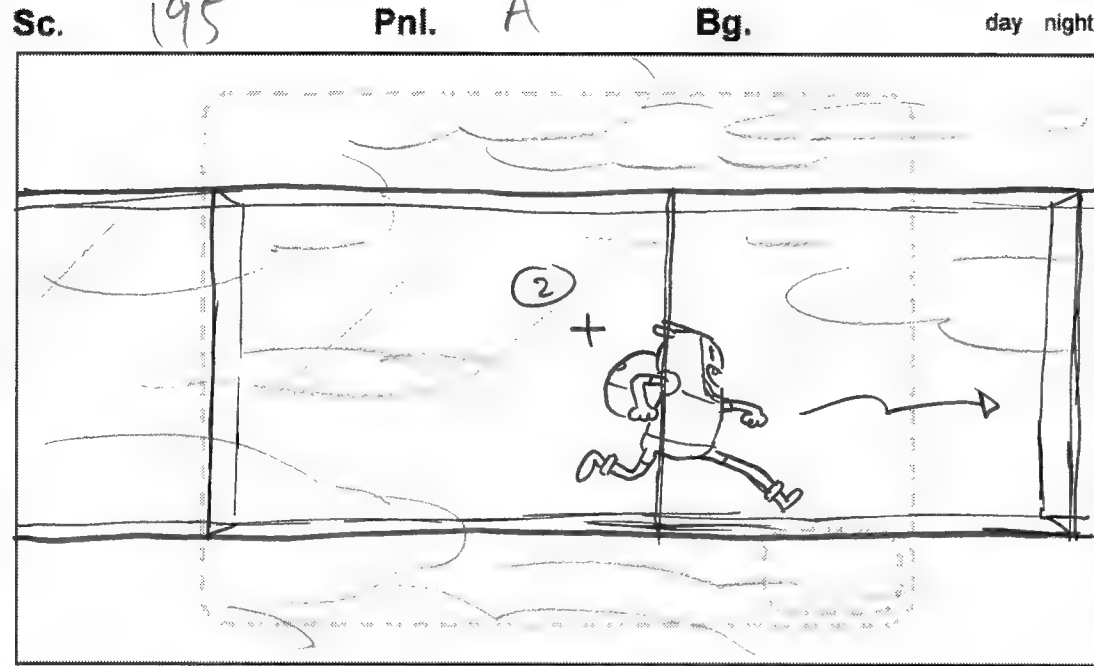
Production :

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ADVENTURE TIME



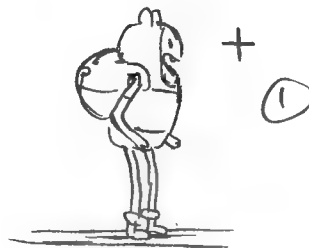
Page 259
day night



Dialog:

🎵 music starts building - propulsive/triumphant
but still poignant...

Action:



- Finn runs offscreen excitedly.

Timing:

EPISODE # 1034-227

Production :

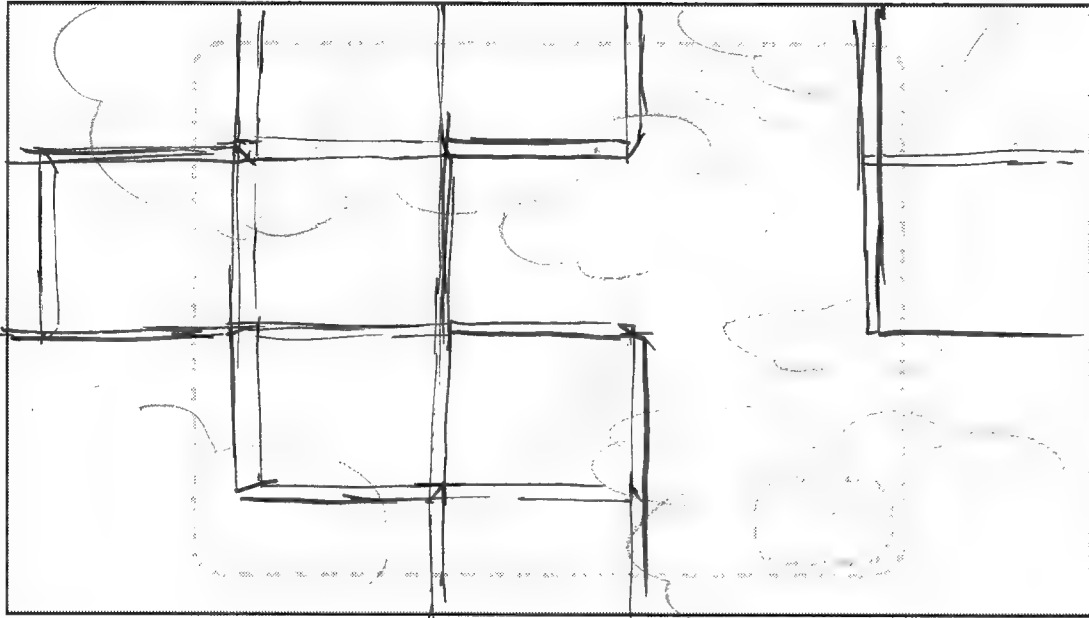
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ADVENTURE TIME

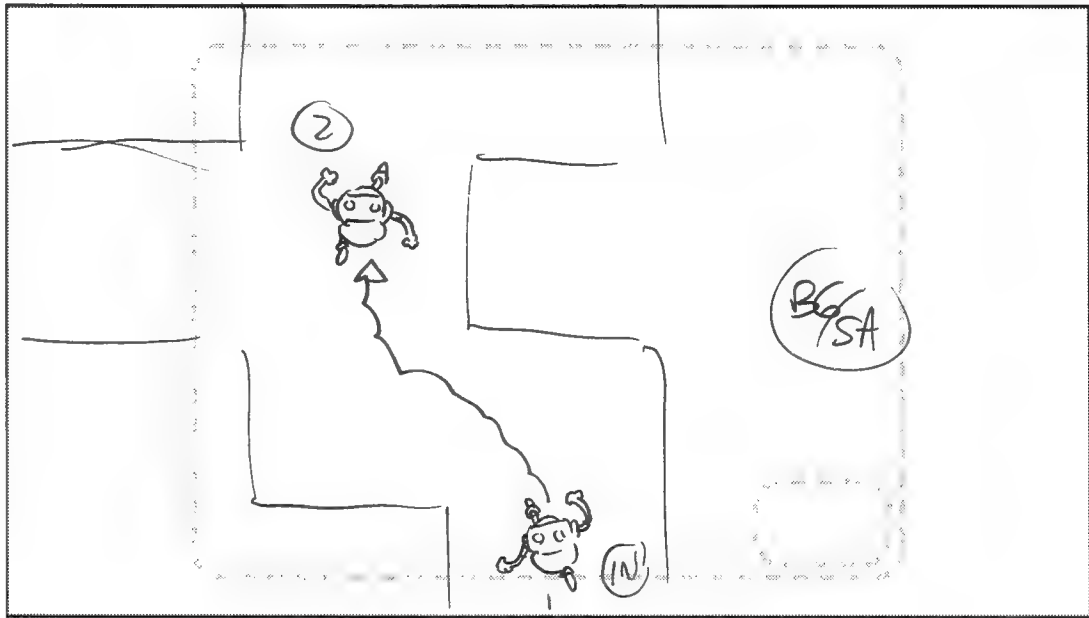


Page 100

Sc. 196 Pnl. A Bg. day night



Sc. 196 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1034-227

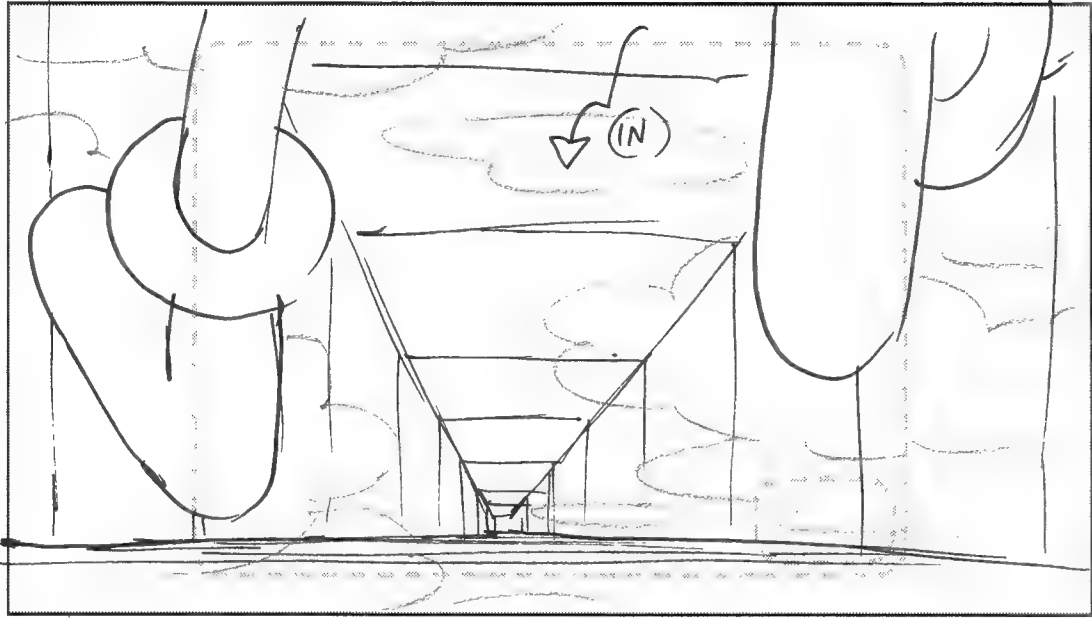
Production :

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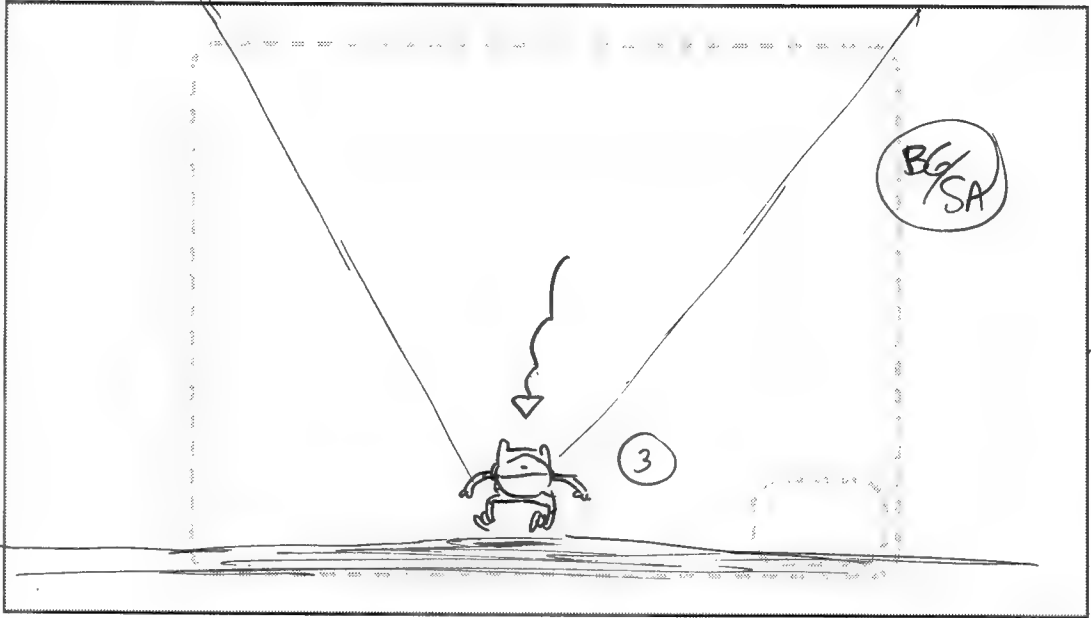
ADVENTURE TIME



Sc. 197 Pnl. A Bg. day night



Sc. 197 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE # 11154-221

Production :

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ADVENTURE TIME



Sc. 198 Pnl. A Bg. day night

Sc. 198 Pnl. B Bg. day night

Dialog:

Action:

Timing:

EPISODE # 1134-227

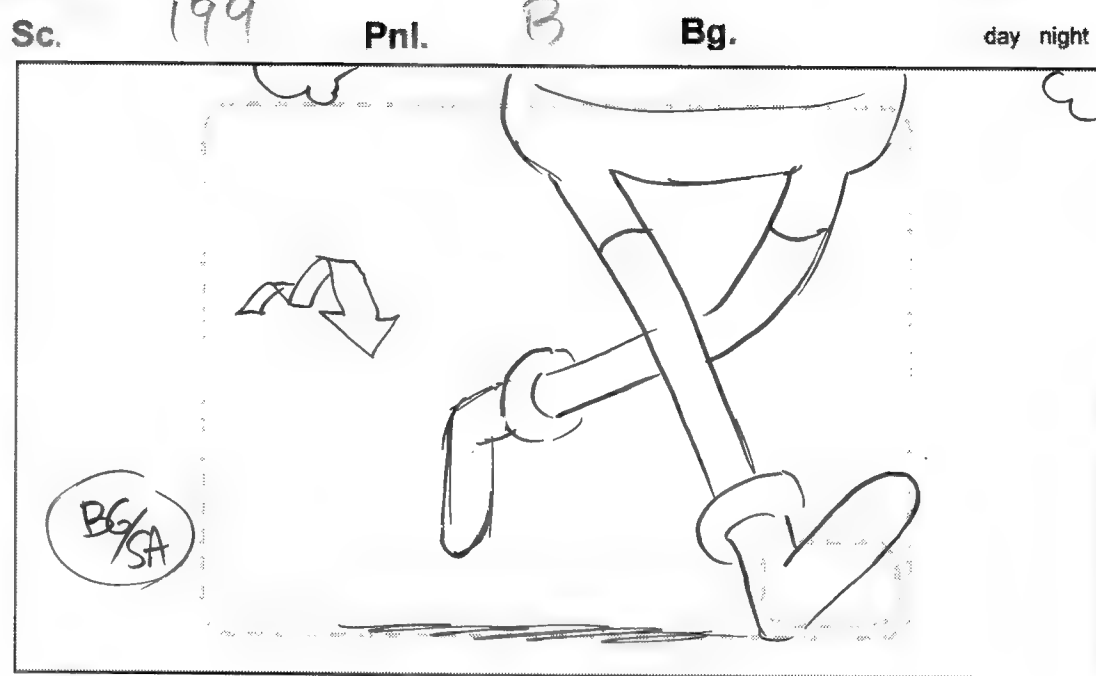
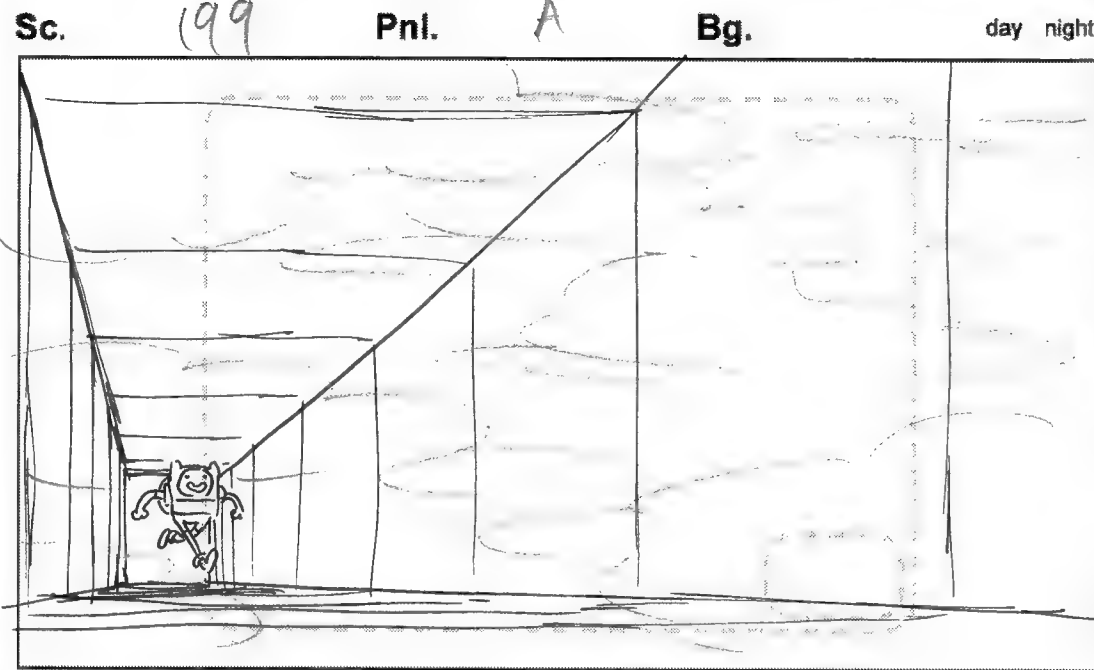
Production :

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ADVENTURE TIME



Page 20



Dialog:

Action:

Timing:

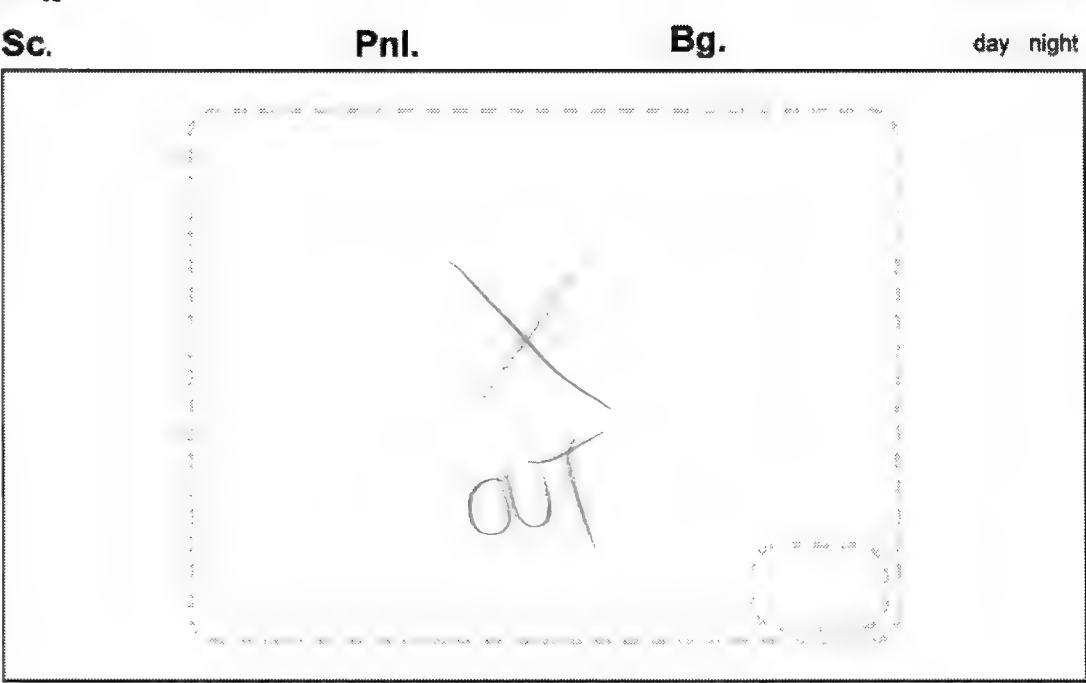
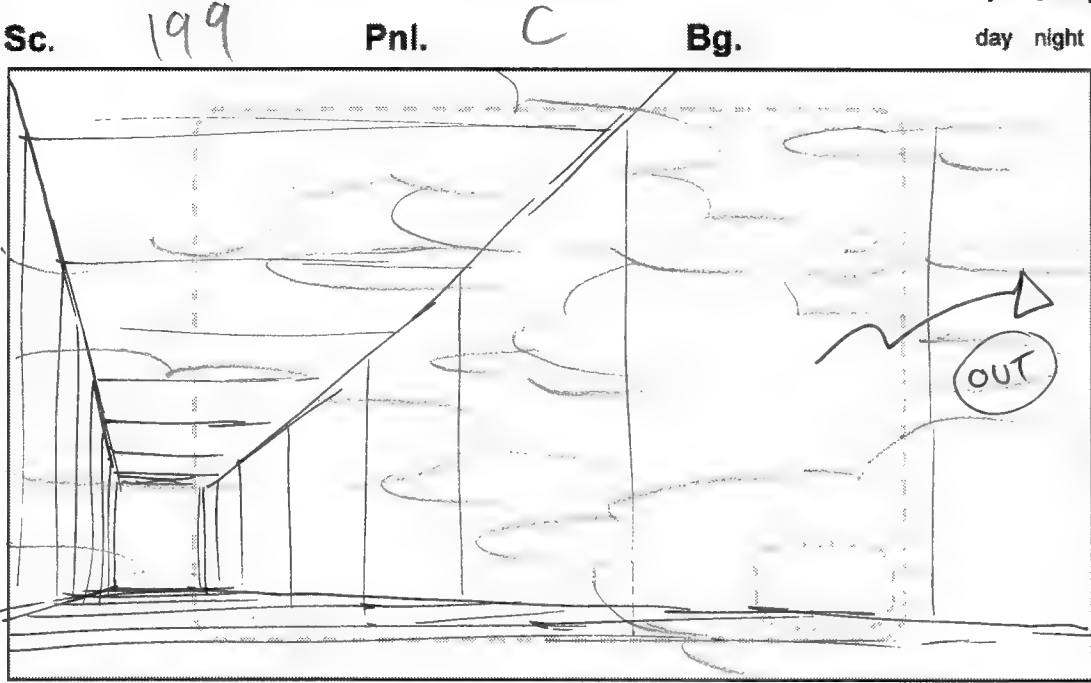
1154-227

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1134-227

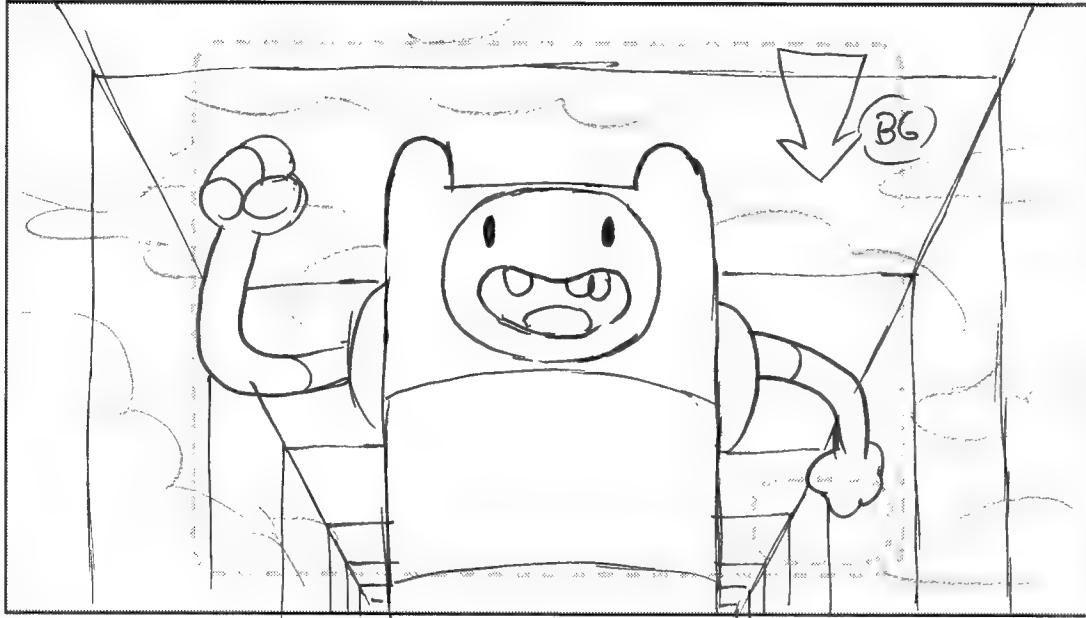
Production :

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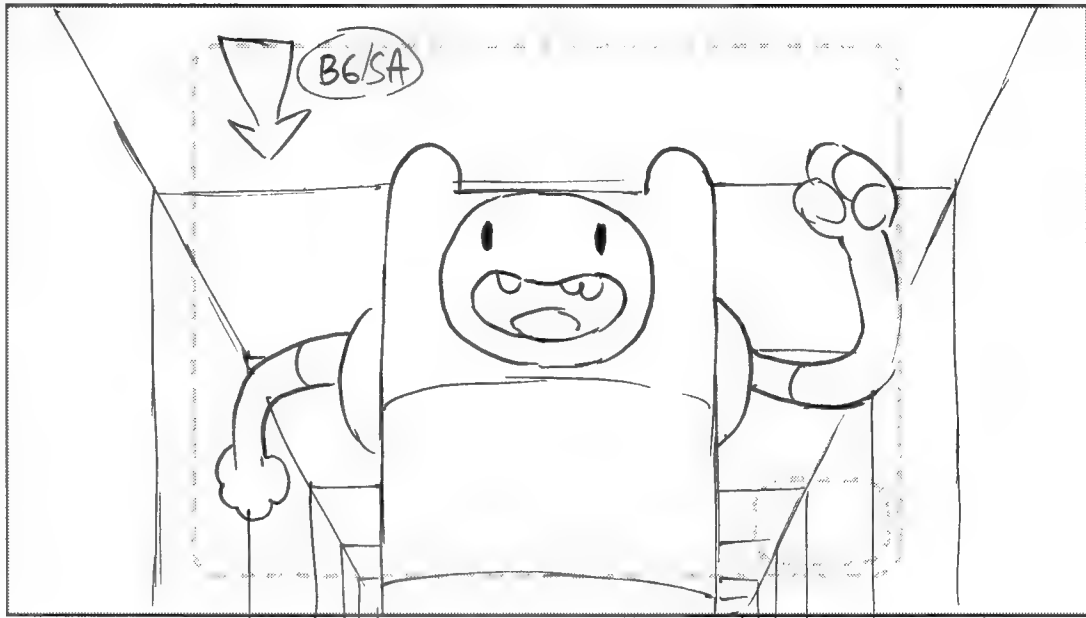
ADVENTURE TIME



Sc. 200 Pnl. A Bg. day night



Sc. 200 Pnl. B Bg. day night

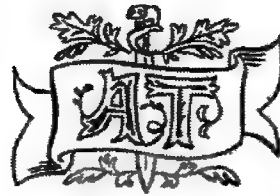


Dialog:
Action:
Timing:

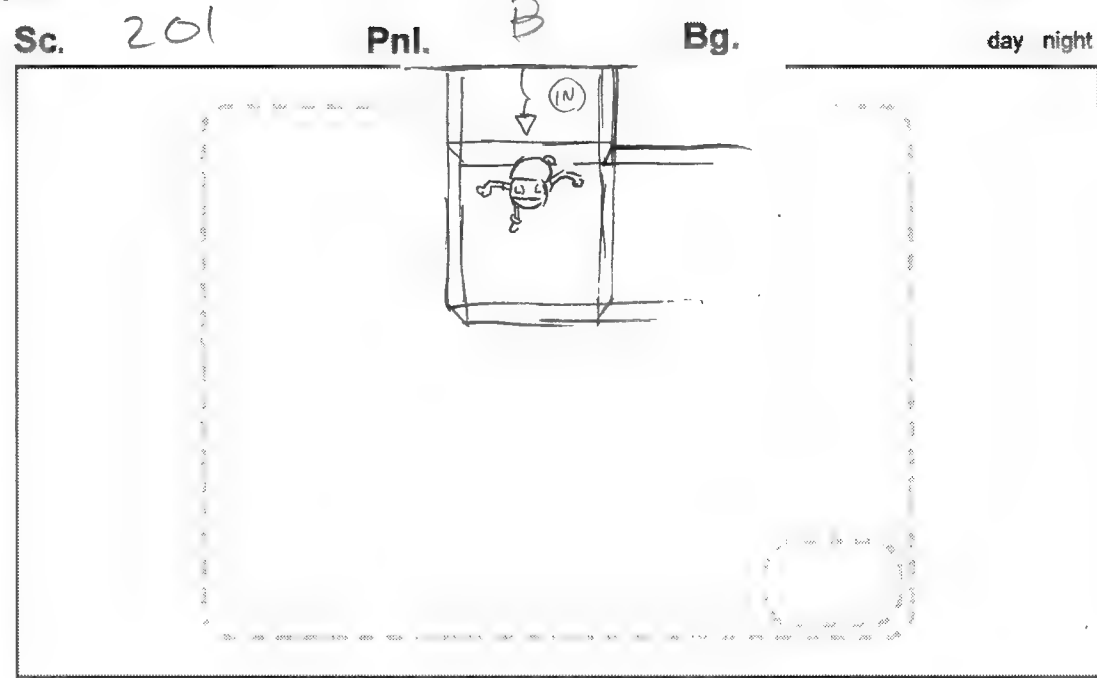
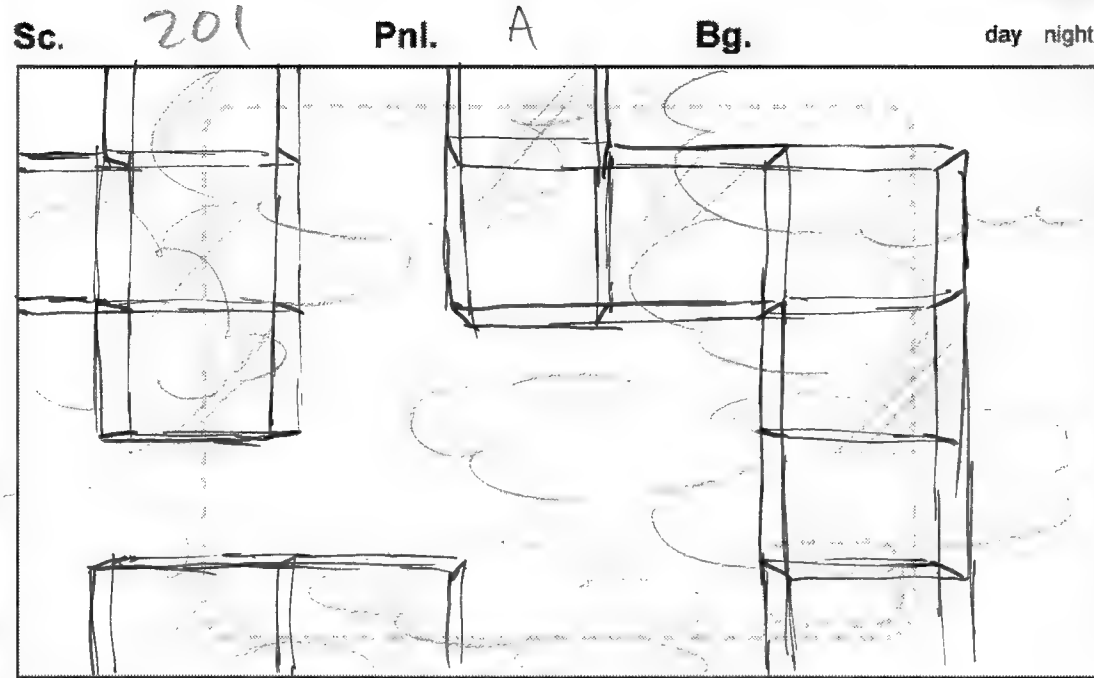
EPISODE # 1034-227
Production :

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ADVENTURE TIME



Page 26



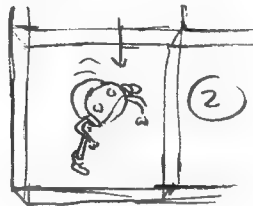
Dialog:

(HYNDEN V.O. (childlike awe, but still sorta sultry sounding?)) Hurry, Finn, →

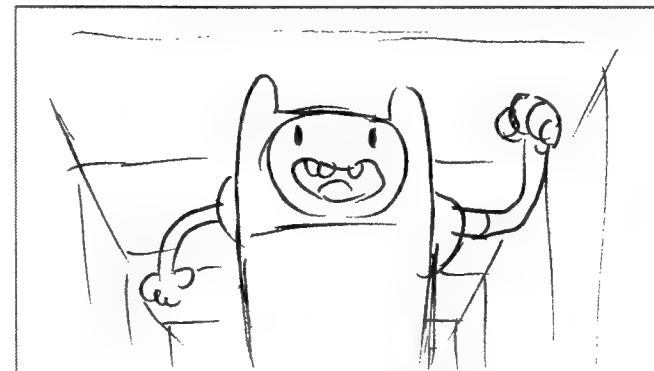
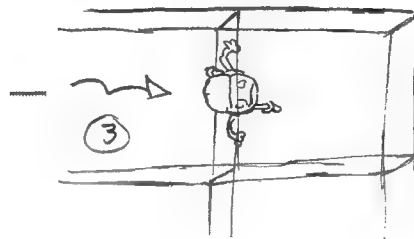
♪ music drops out a bit to allow for spoken word part

COMPONENT PIECE, DOUBLE EXPOSE OVER RUN CYCLE

Action:



Timing:



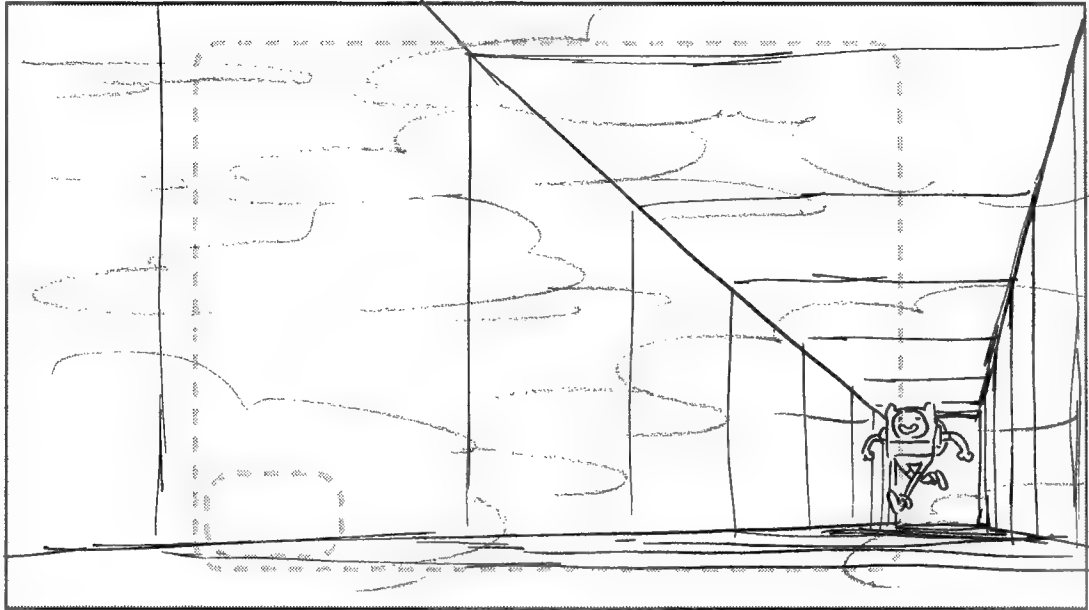
EPISODE # 1034-227

Production :

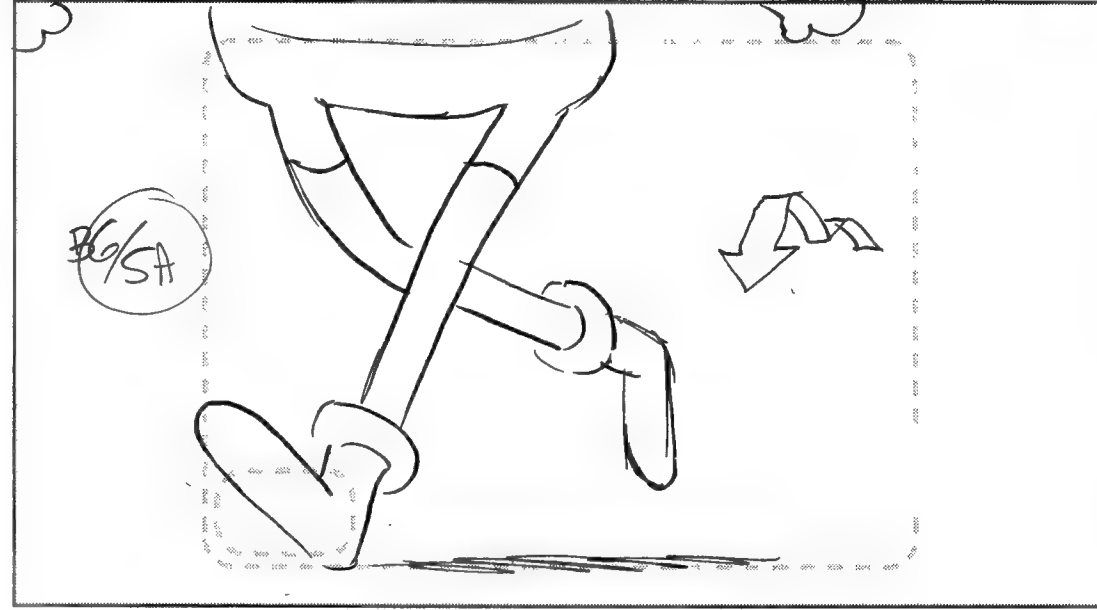
ADVENTURE TIME



Sc. 201 Pnl. C Bg. day night



Sc. 201 Pnl. D Bg. day night



Dialog:

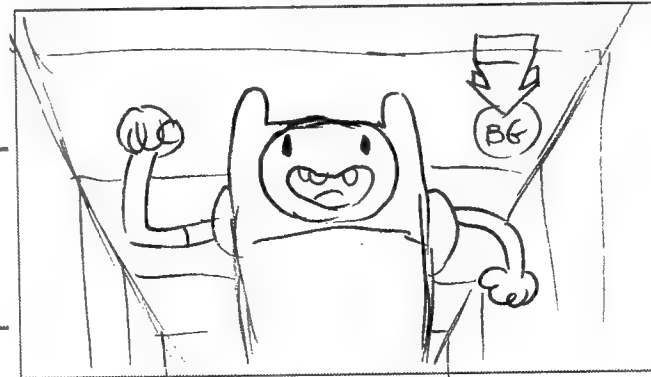
HYNDEN (VO) → because... at the seashell's center, →

Action:

↑ I'm aiming for this to be integrated into the propulsive, triumphant, poignant soundtrack, like an M83 song. I put a couple with this sort of spoken-word part in the Ep. folder on the server. The parts start at 2:00 in "Reunion", the beginning of "Intro", and about 2:10 of "OK Pal".

Timing:

COMPONENT PIECE / DOUBLE EXPOSE OVER
RUN CYCLE



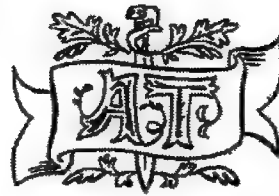
11154-227

EPISODE #

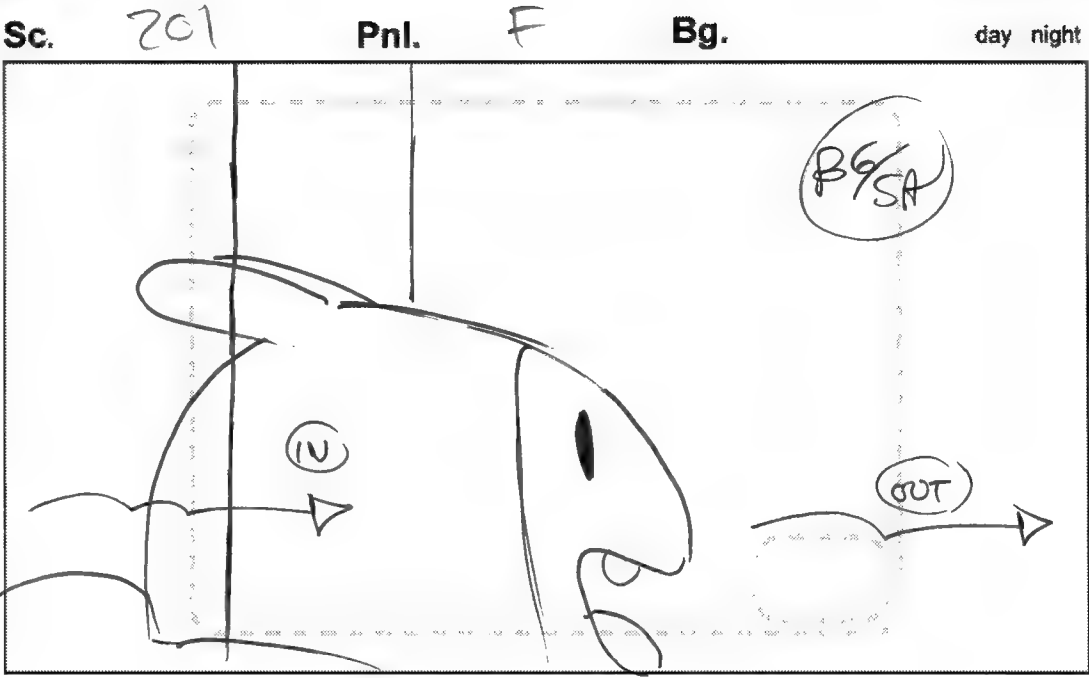
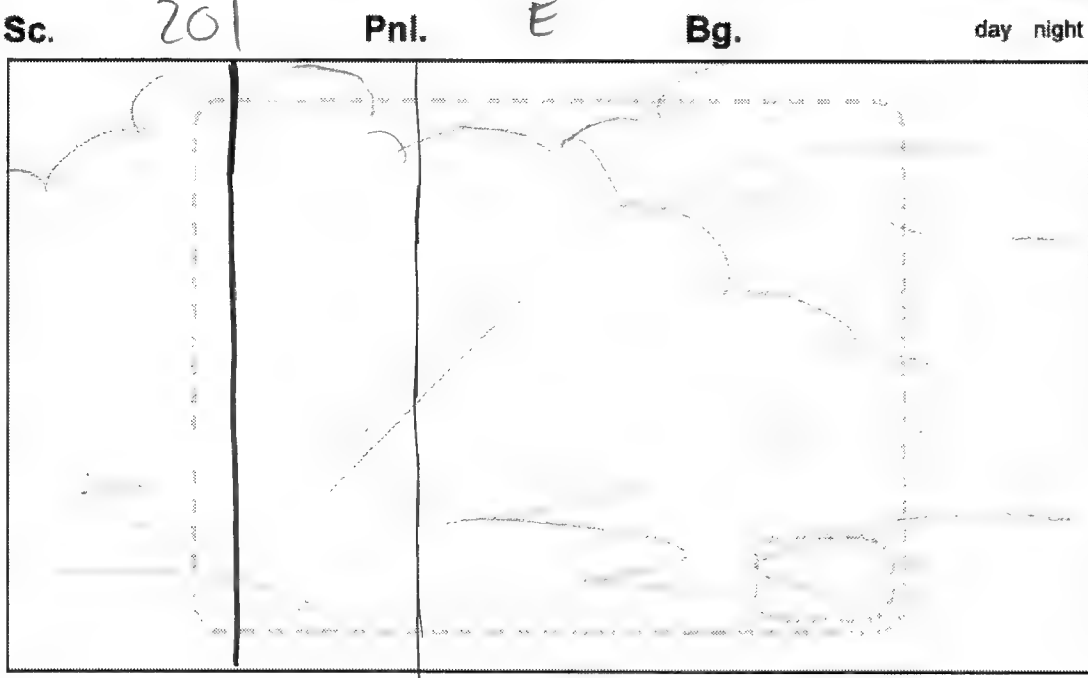
Production :

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ADVENTURE TIME



Page 268



Dialog:

HYNDEN (VO): → lies... the cornucopia's smallest door...

Action:

Timing:

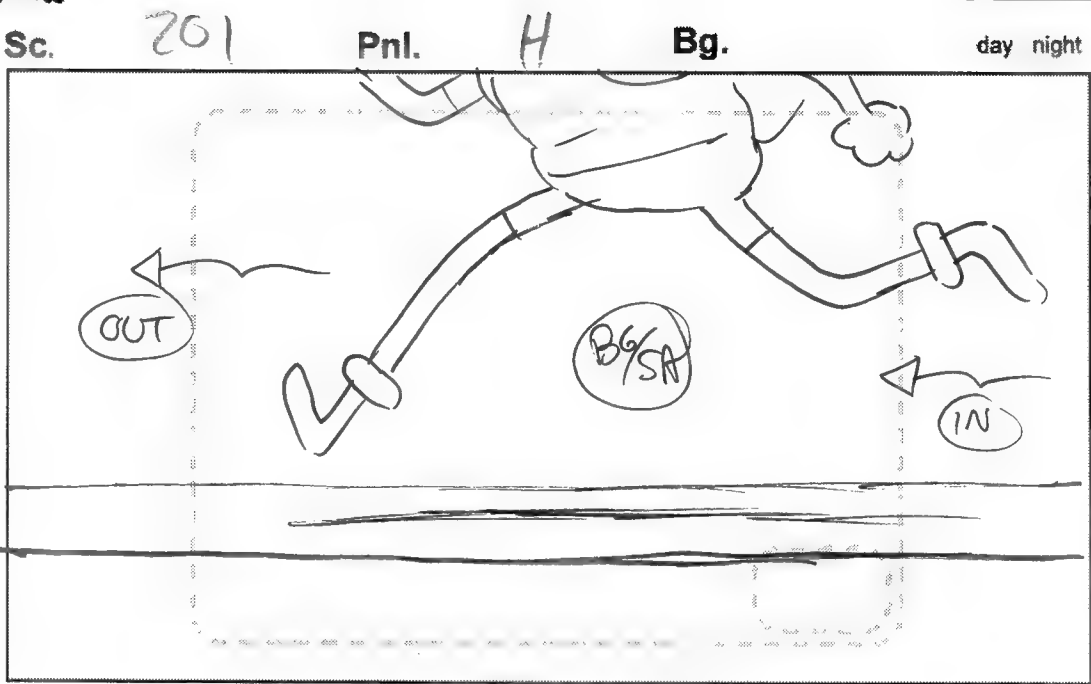
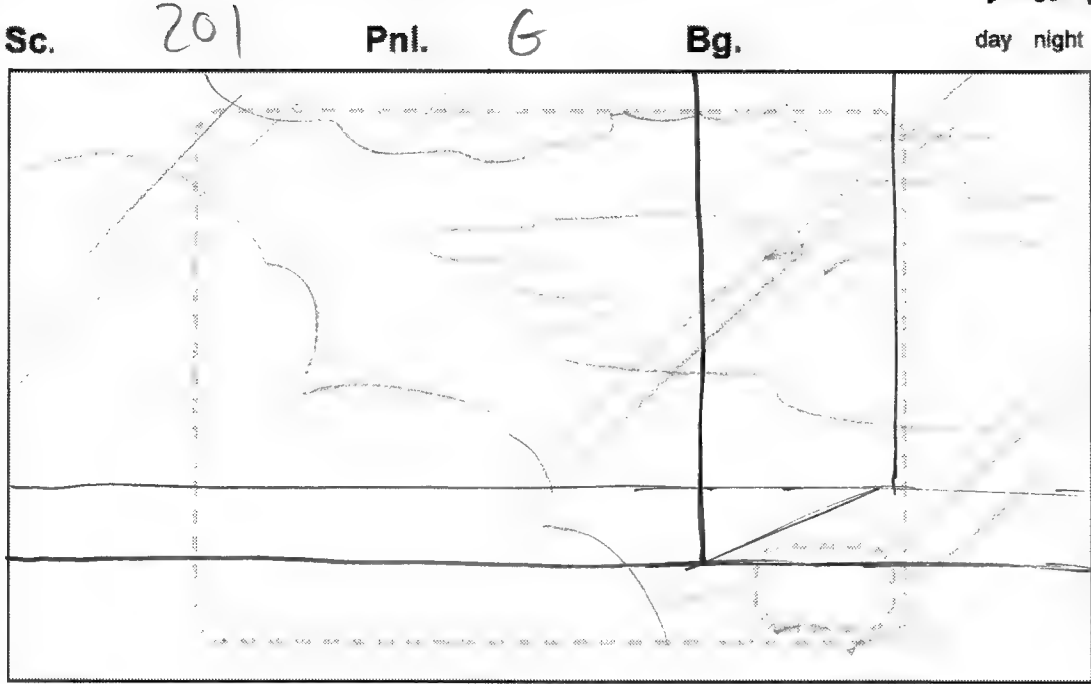
COMPONENT PIECE - DOUBLE EXPOSE OVER RUN CYCLE →

EPISODE # 1034-227

Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:

COMPONENT PIECE - DOUBLE EXPOSE OVER RUN CYCLE

Production :

EPISODE # 1124-227

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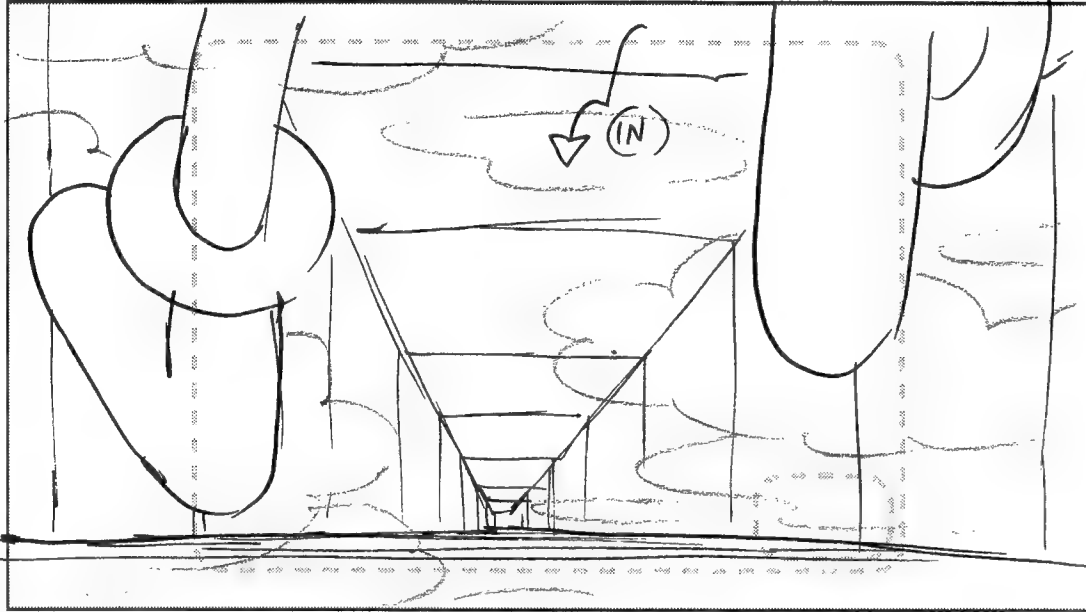
ADVENTURE TIME



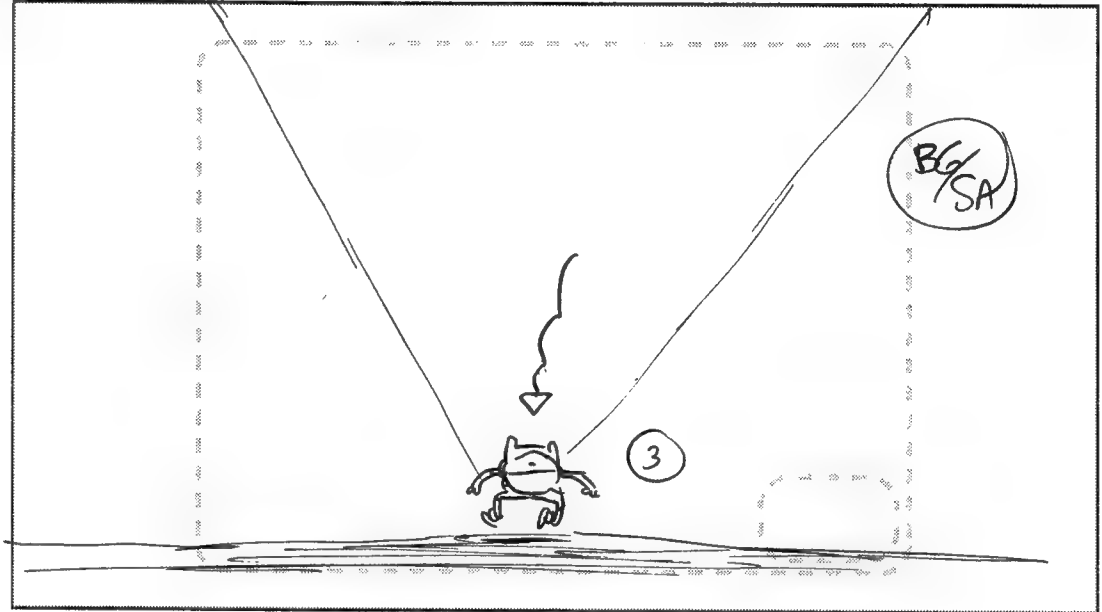
Page _____

270

Sc. 201 Pnl. I Bg. day night



Sc. 201 Pnl. J Bg. day night



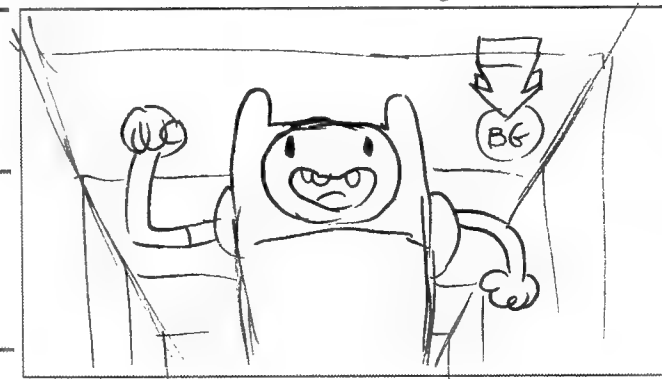
Dialog:

Action:

Timing:



COMPONENT PIECE -
DOUBLE EXPOSE OVER
RUN CYCLE →

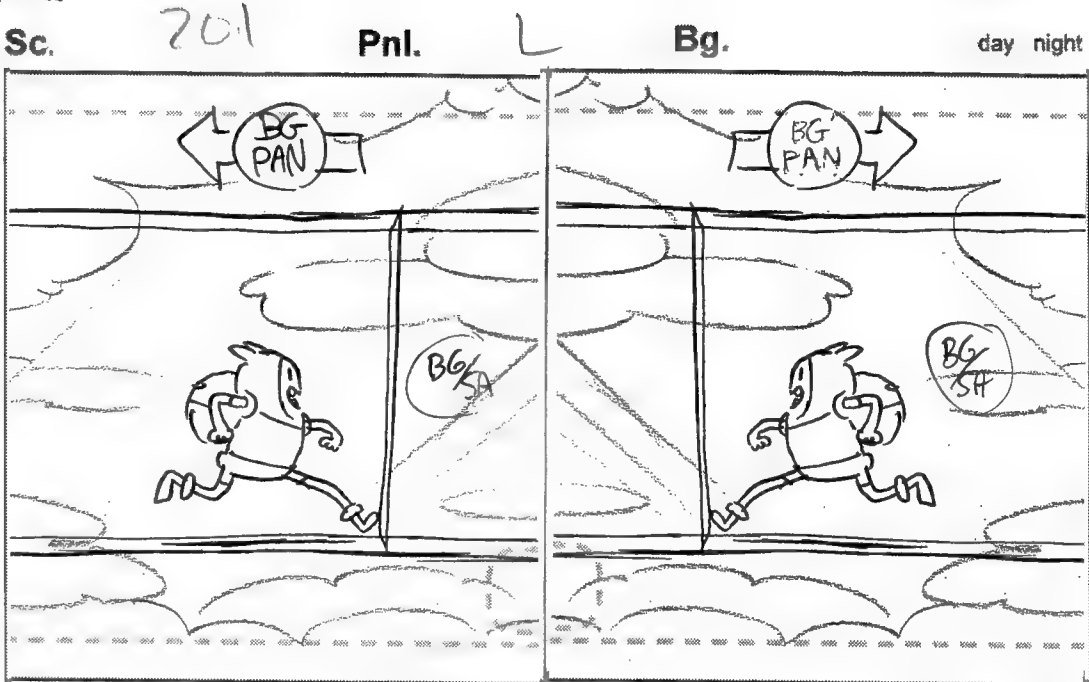
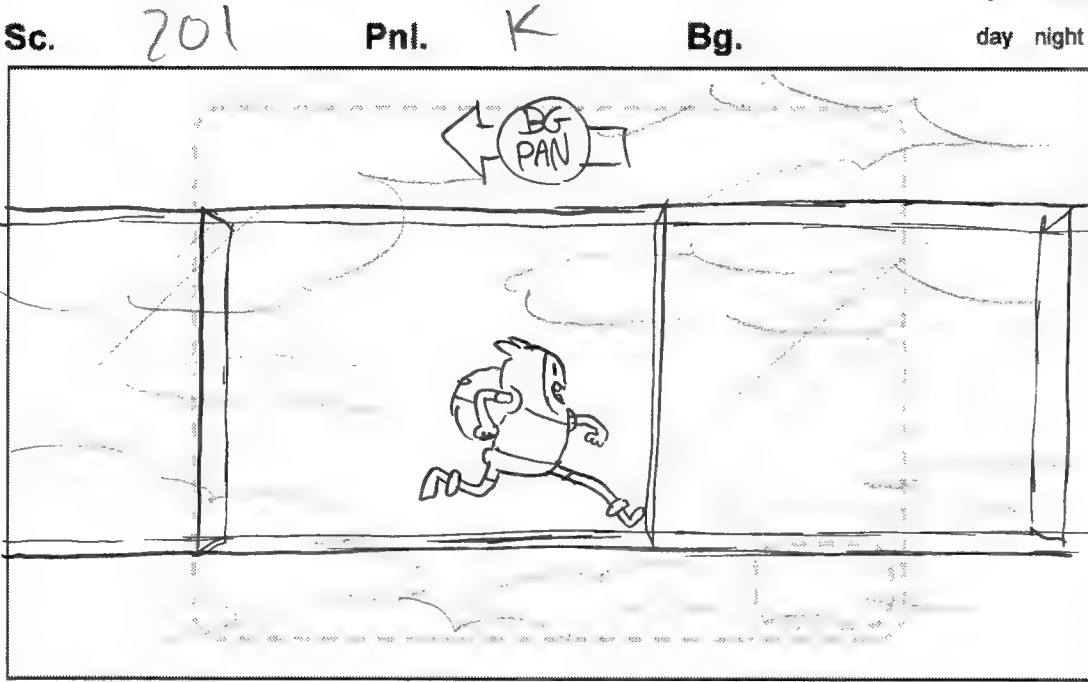


EPISODE # 1034-227

Production :

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ADVENTURE TIME

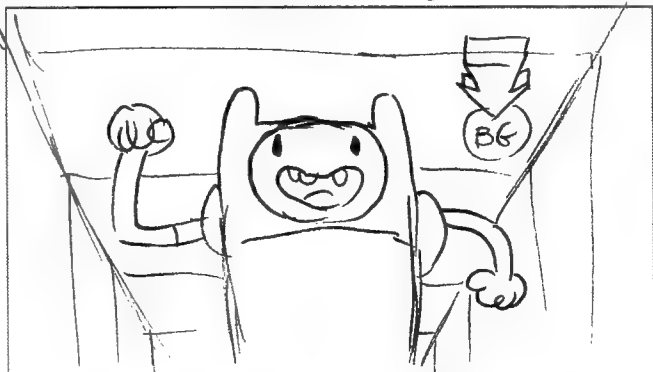
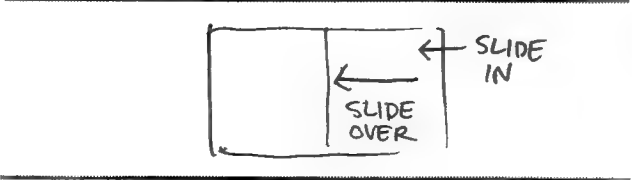
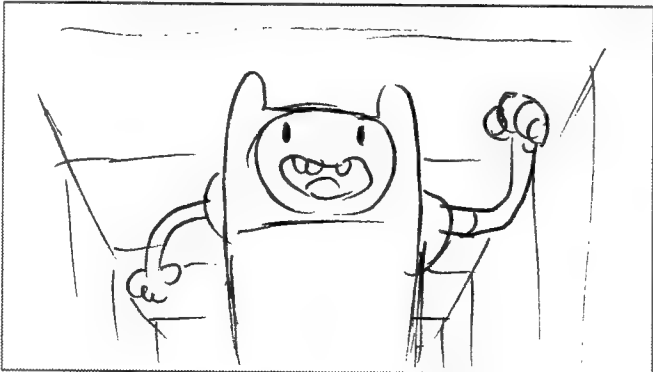


Dialog:

COMPONENT
PIECE - DOUBLE
EXPOSE OVER RUN
CYCLE ↘

Action:

Timing:



EPISODE # 1034-227

Production :

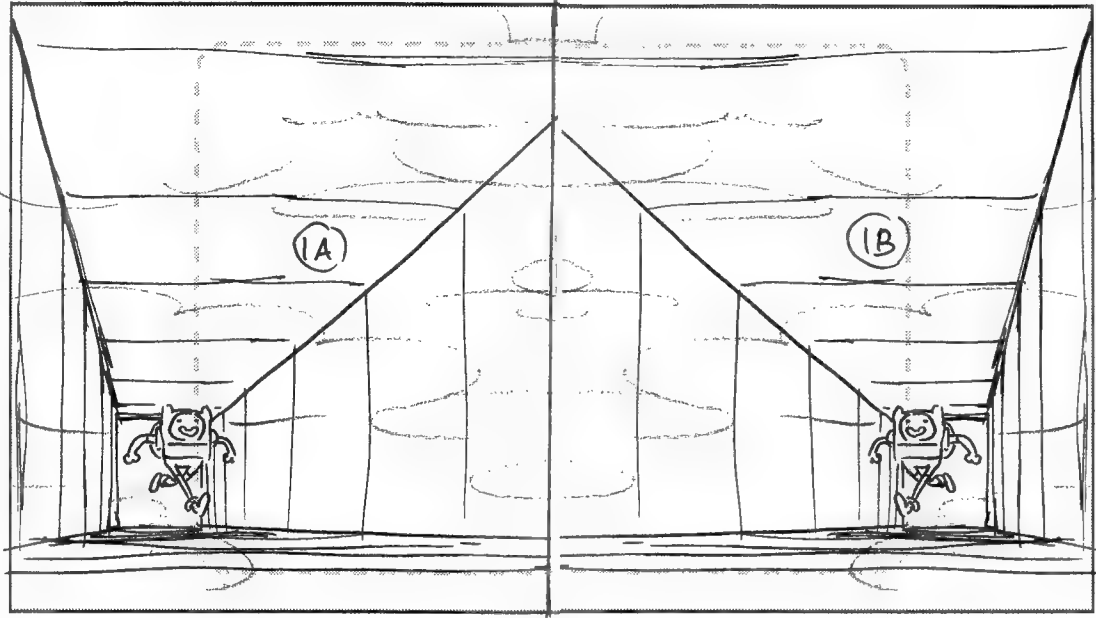
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ADVENTURE TIME



Page 272

Sc. 201 Pnl. M Bg. day night

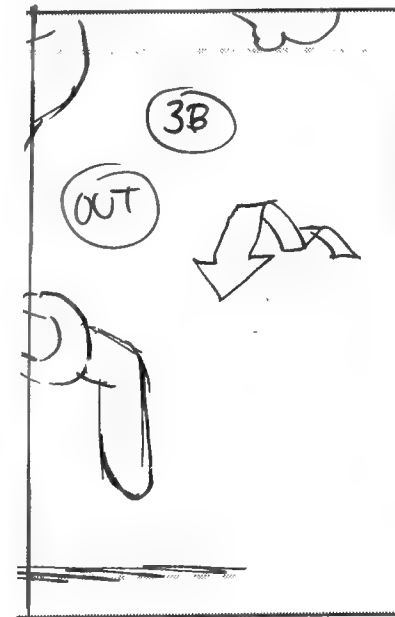
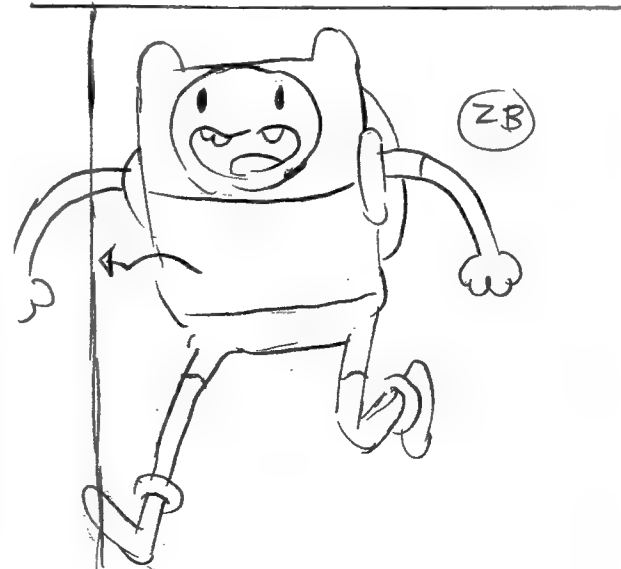
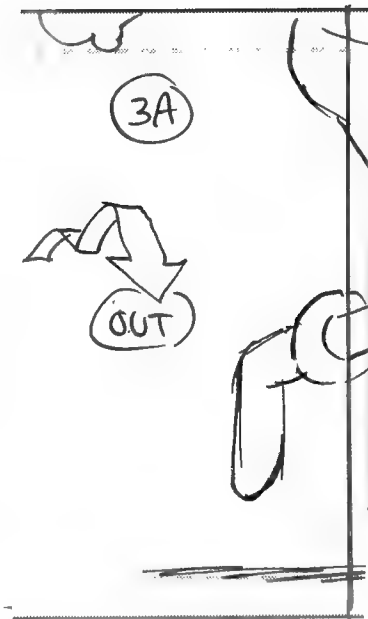
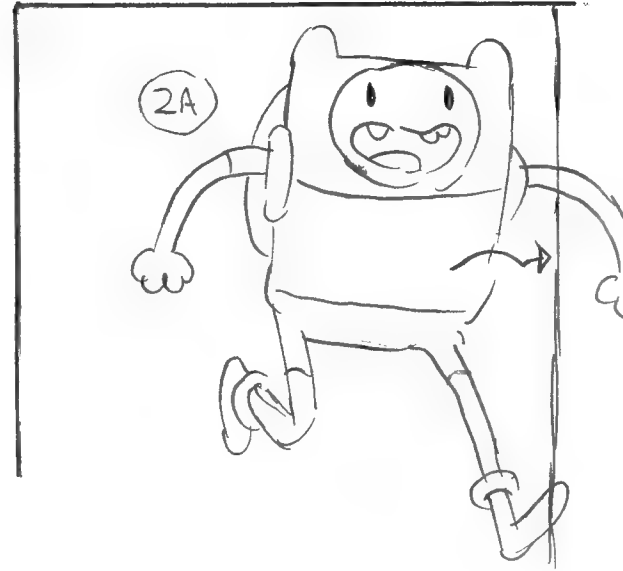
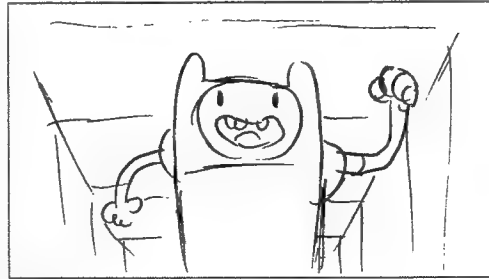
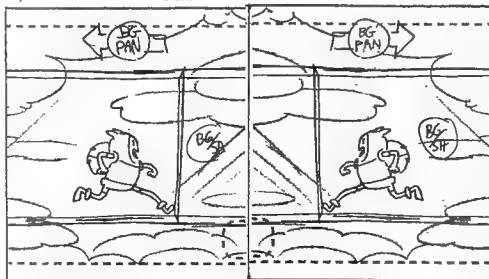


Dialog:

COMPONENT PIECE - TRIPLE EXPOSE
OVER THESE TWO CYCLES ↴

Ac

Tir



EPISODE #

1034-227

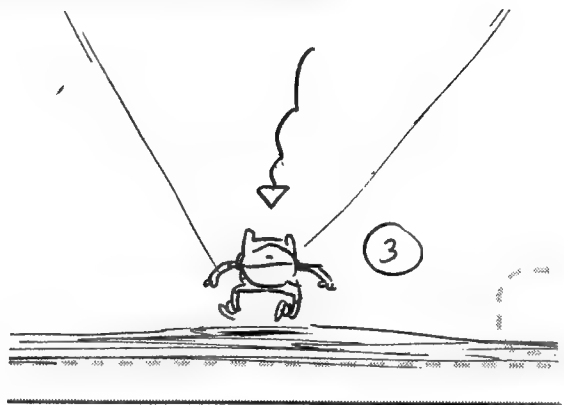
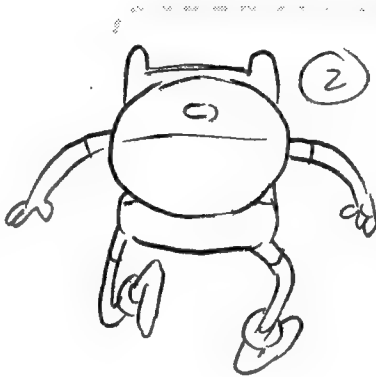
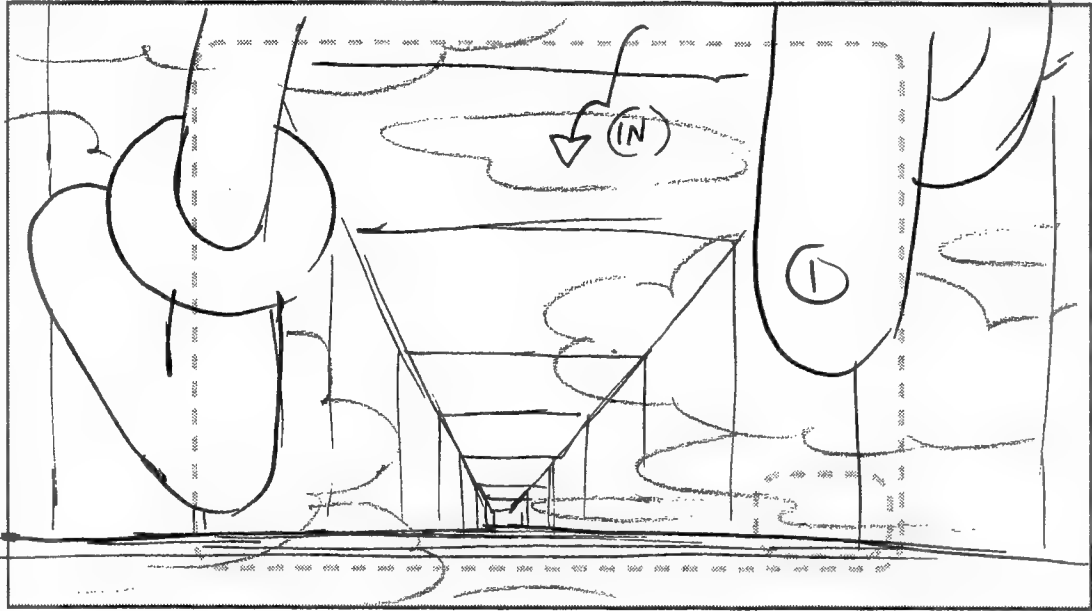
Production :

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ADVENTURE TIME



Sc. 201 Pnl. N Bg. day night



Dialog:

COMPONENT PIECE -
TRIPLE EXPOSE OVER THESE
TWO CYCLES ↓

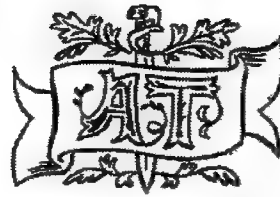
Action:		
Timing:		

Production :

EPISODE #

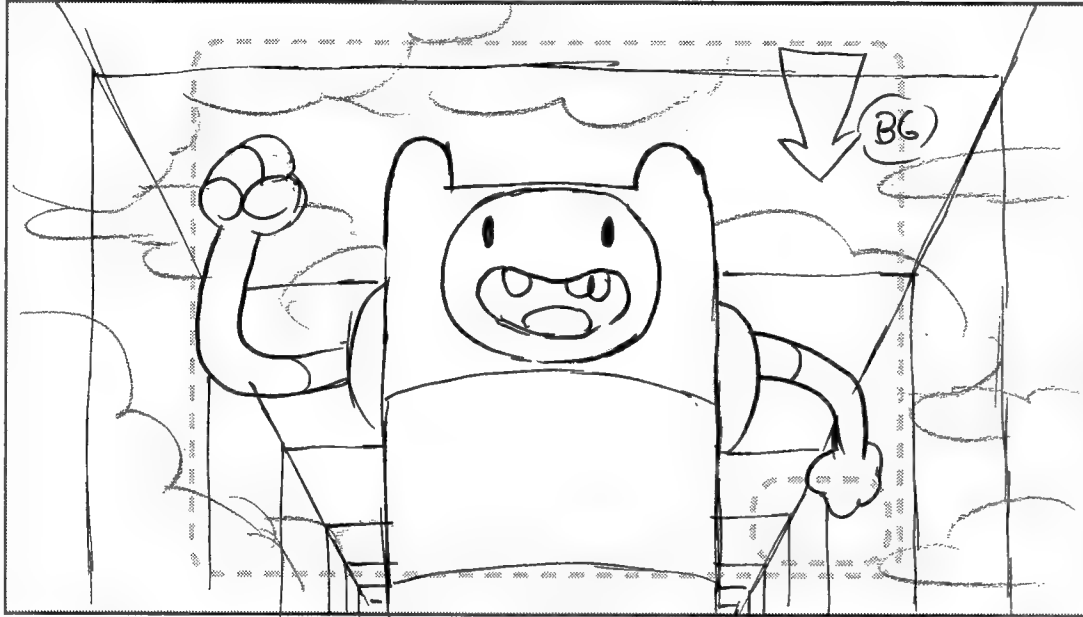
1034-227

ADVENTURE TIME

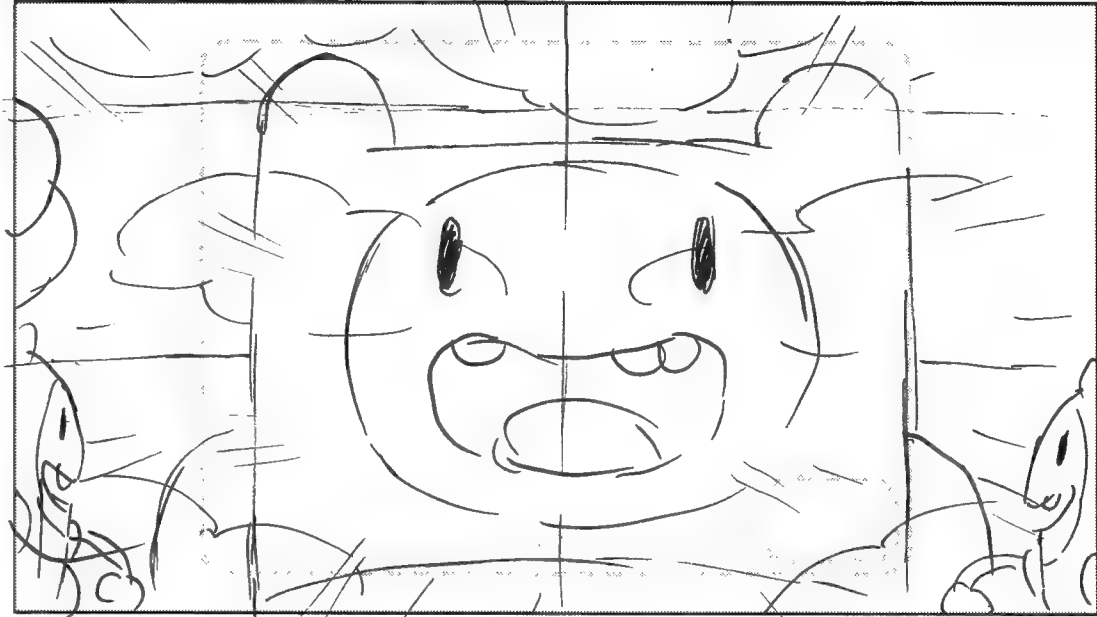


Page 274

Sc. 201 Pnl. 0 Bg. day night



Sc. 201 Pnl. P Bg. day night



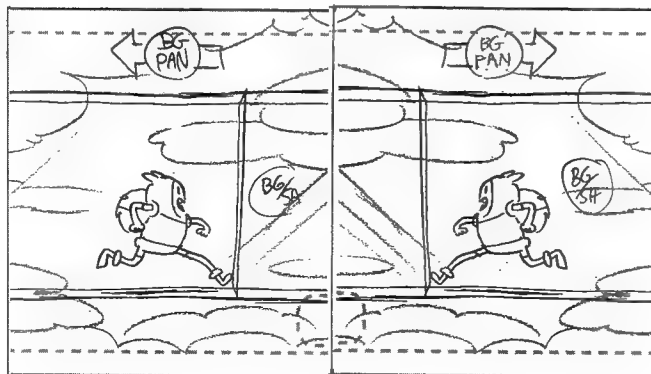
Dialog:

COMPONENT PIECE -
DOUBLE EXPOSE W/ RUN CYCLES

}}} SCREEN SHAKE }}}
STARTS

Action:

Timing:

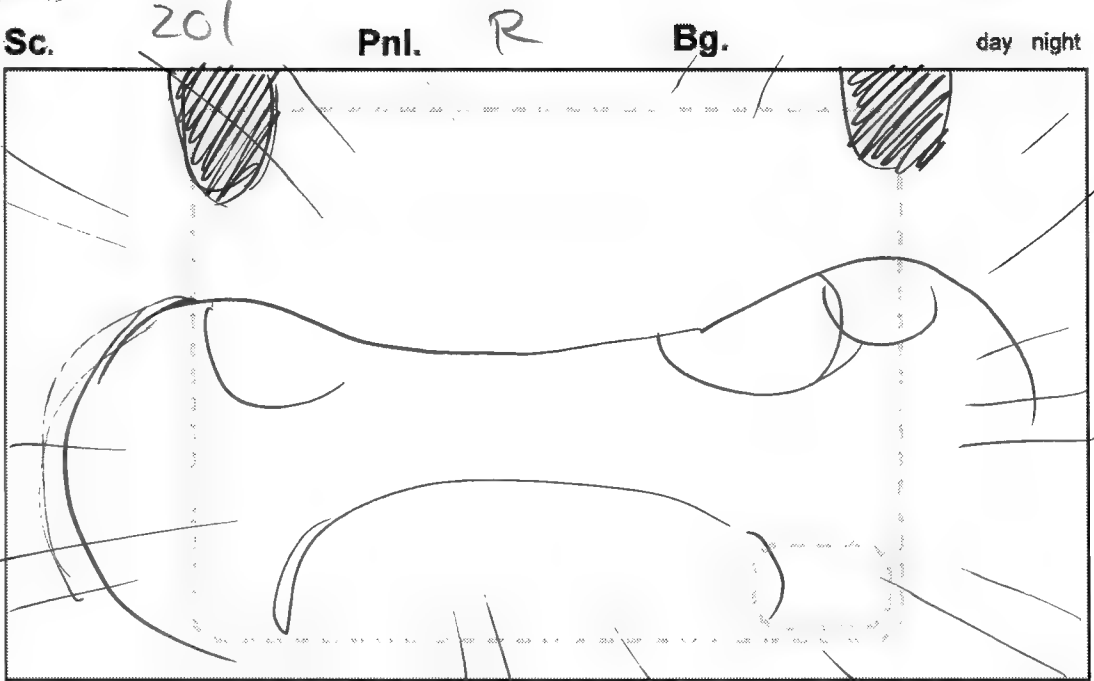
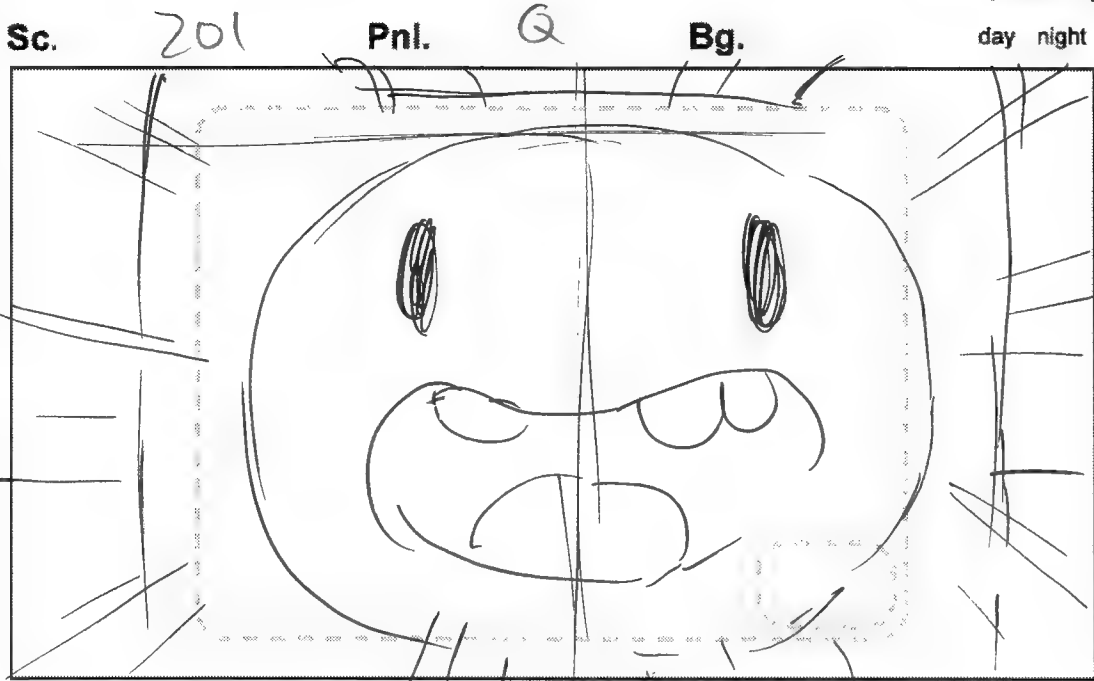


(continuous truck into next panel)
- screen begins shaking
- color burn, saturation, brightness intensify toward
whiteness

EPISODE # 1034-227

Production :

ADVENTURE TIME



Dialog:

SLOW
- TRUCK IN CONTINUES

Action:

- screen shake intensifies →

- color burn/sat./brightness intensify toward whiteness →

Timing:

1034-227

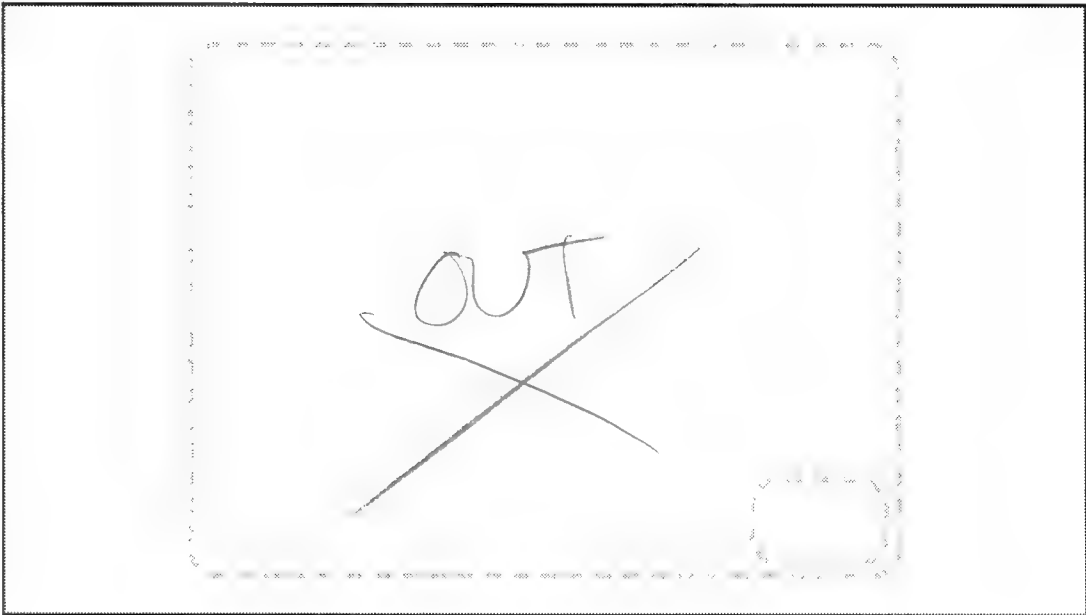
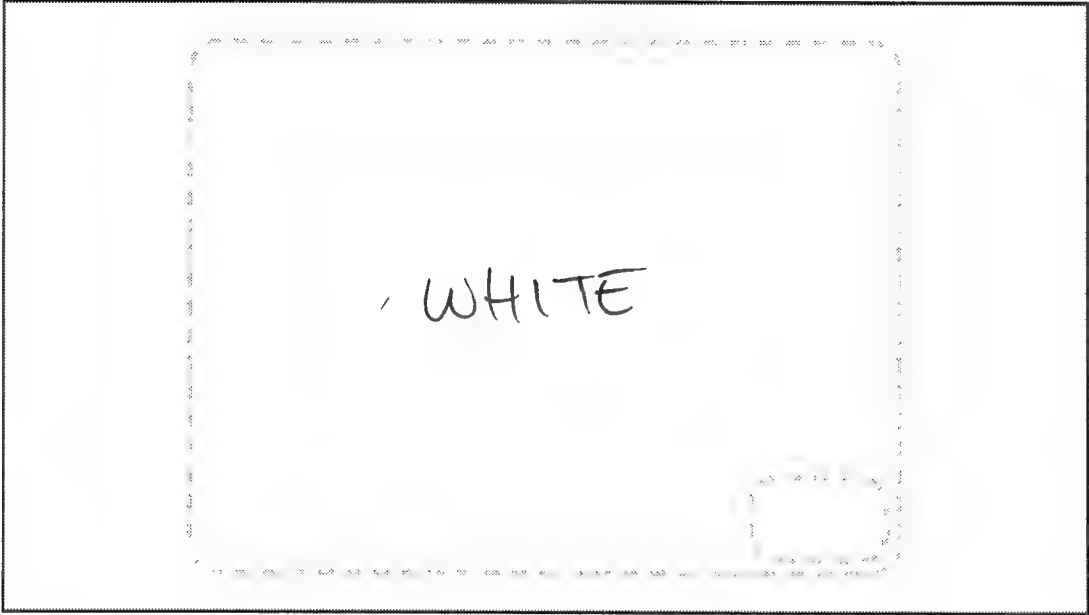
EPISODE #

Production :

ADVENTURE TIME



Sc. 201 Pnl. S Bg. day night Sc. Pnl. Bg. day night

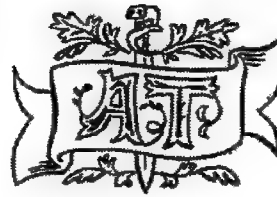


Dialog:
Action:
Timing:

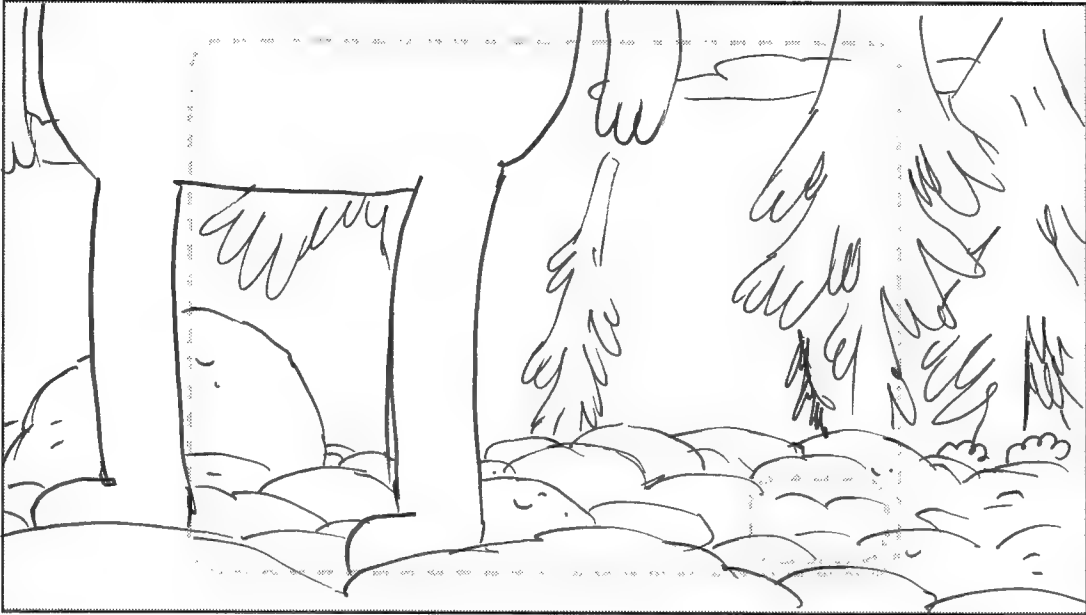
EPISODE # 1034-227
Production :

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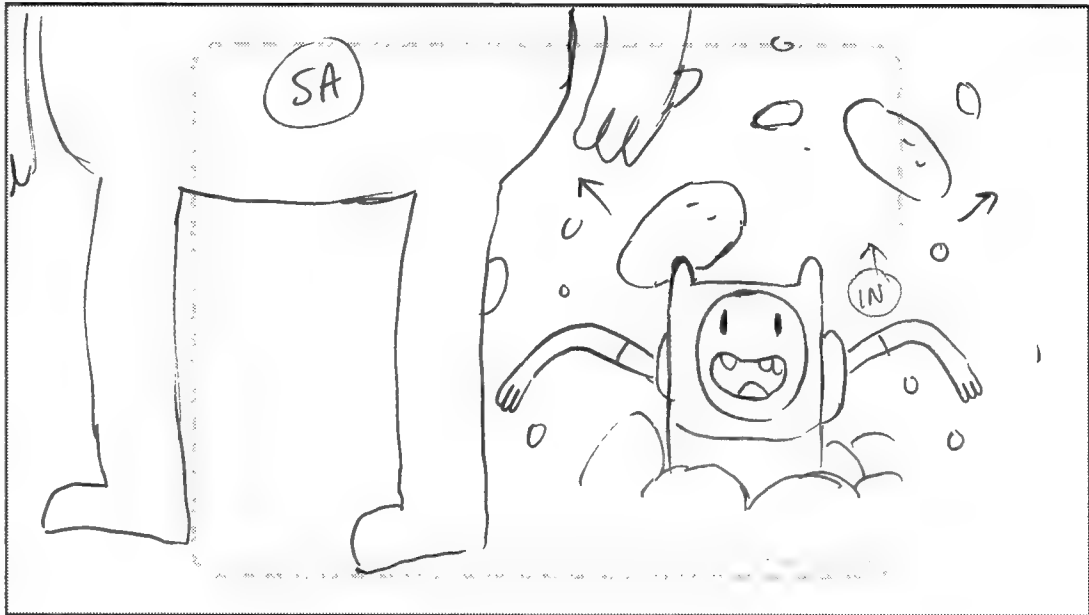
ADVENTURE TIME



Sc. 202 Pnl. A Bg. day night



Sc. 202 Pnl. B Bg. day night



Dialog:

- Finn

Action:

-Finn blast out of rock pile

Timing:

EPISODE # 1034-227

Production :

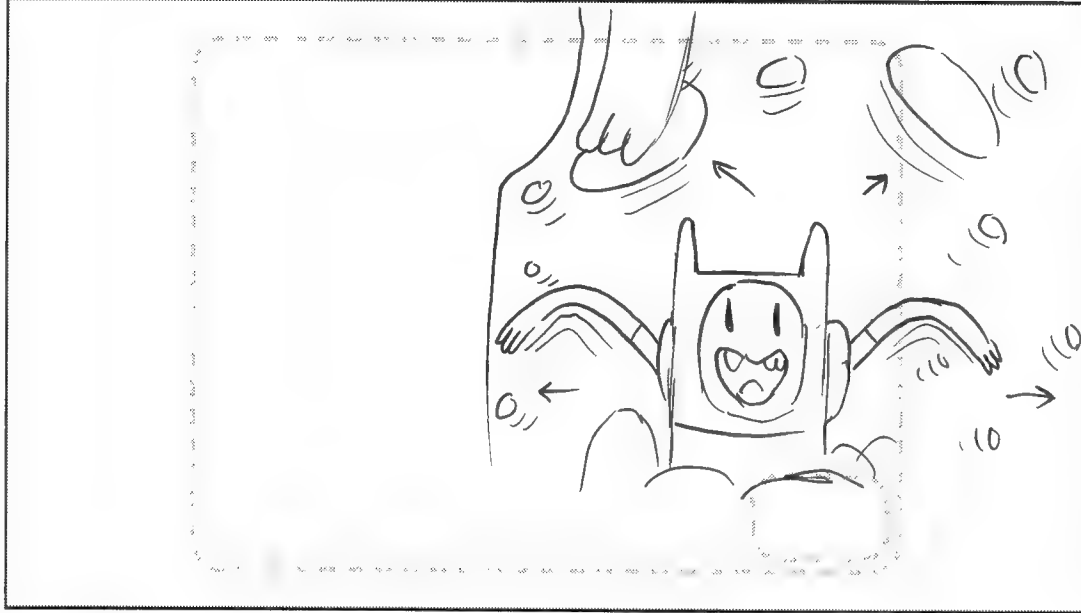
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ADVENTURE TIME



Page 278

Sc. 202 Pnl. C Bg. day night



Sc. 203 Pnl. A Bg. day night



Dialog:

SLO-MO

SLO-MO?

Action: - Action eases into slow-motion

Timing:

EPISODE # 1034-227

Production :

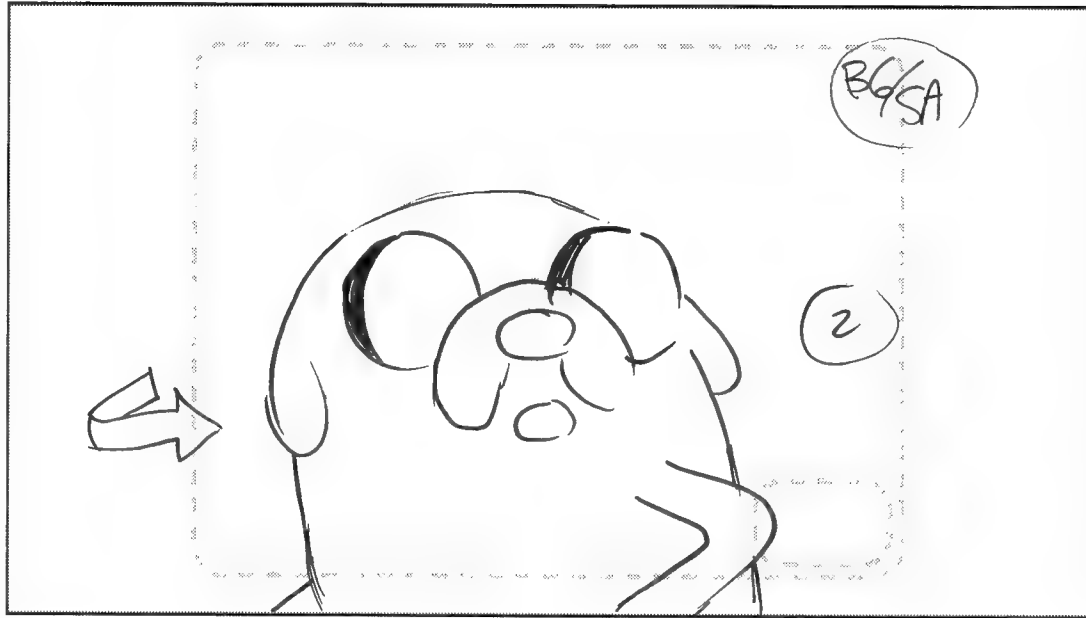
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ADVENTURE TIME

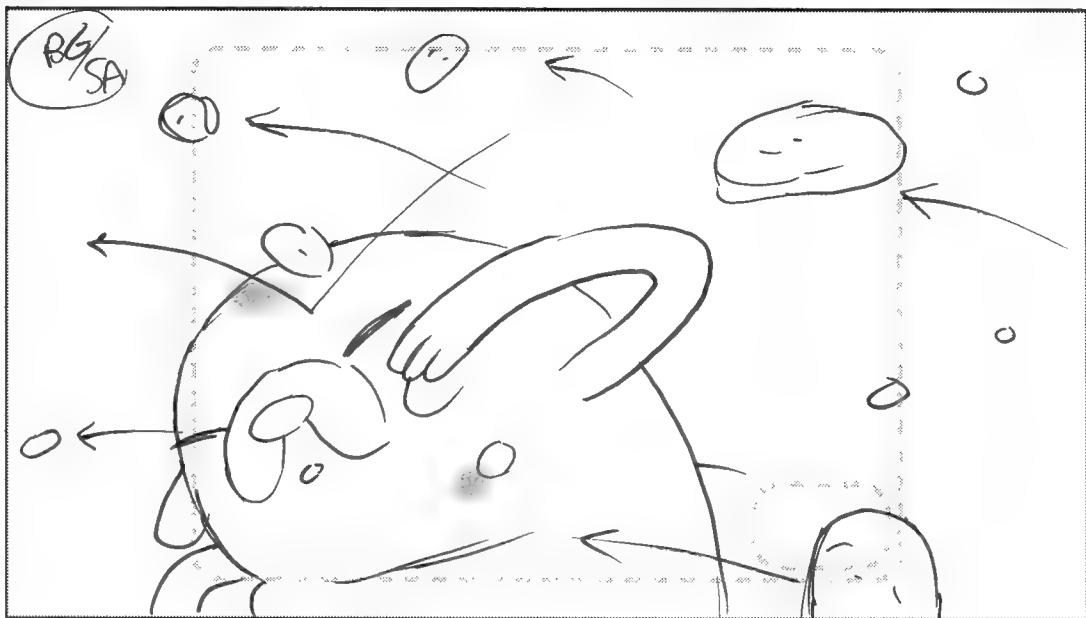


Page 227

Sc. 203 Pnl. B Bg. day night



Sc. 203 Pnl. C Bg. day night



Dialog:
SLO-MO? ~~~~~> REG-MO
Action:
Timing:

Production :

EPISODE #

1154-227

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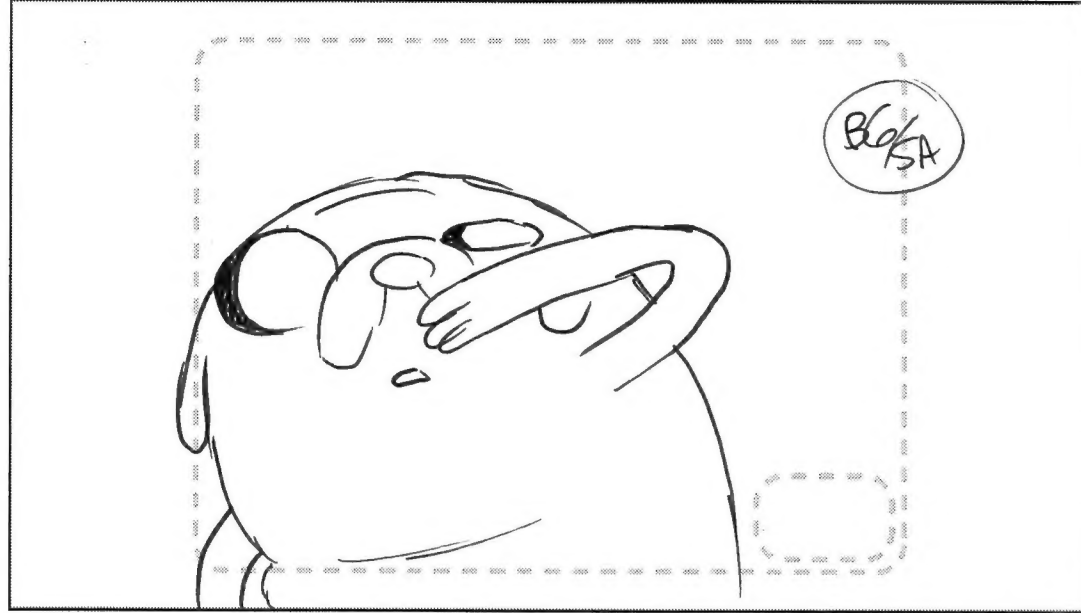
ADVENTURE TIME



Page 280

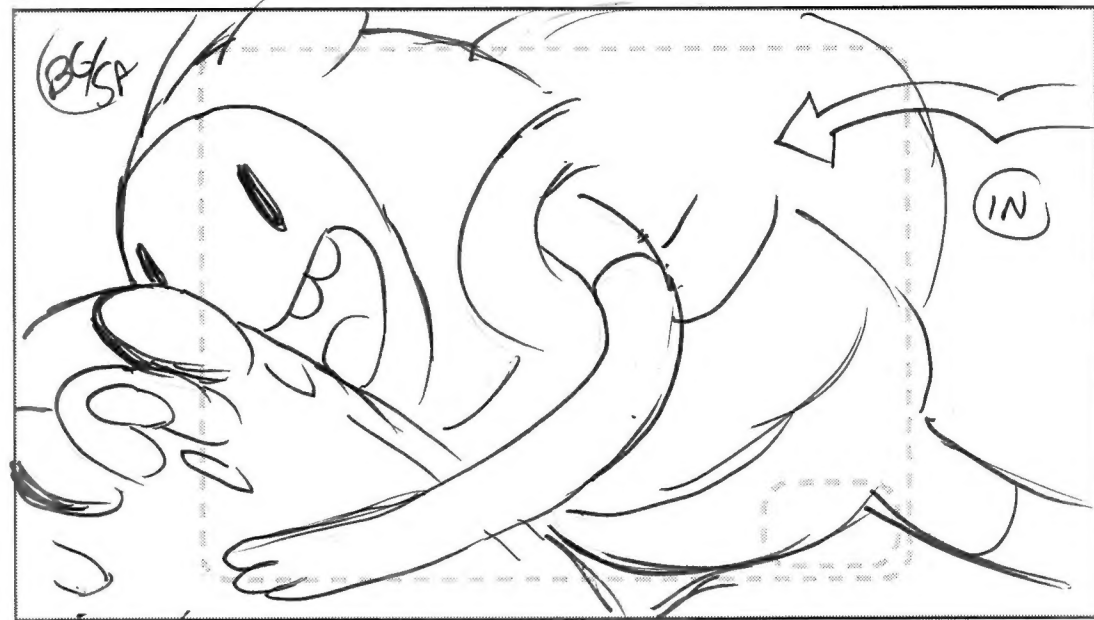
Sc. 203 Pnl. D Bg.

day night



Sc. 203 Pnl. E Bg.

day night



Dialog:

JAKE

W H A O O A A →

Action:

- Finn leaps into frame grabbing & spinning Jake.

Timing:

EPISODE #
1034-227

Production :

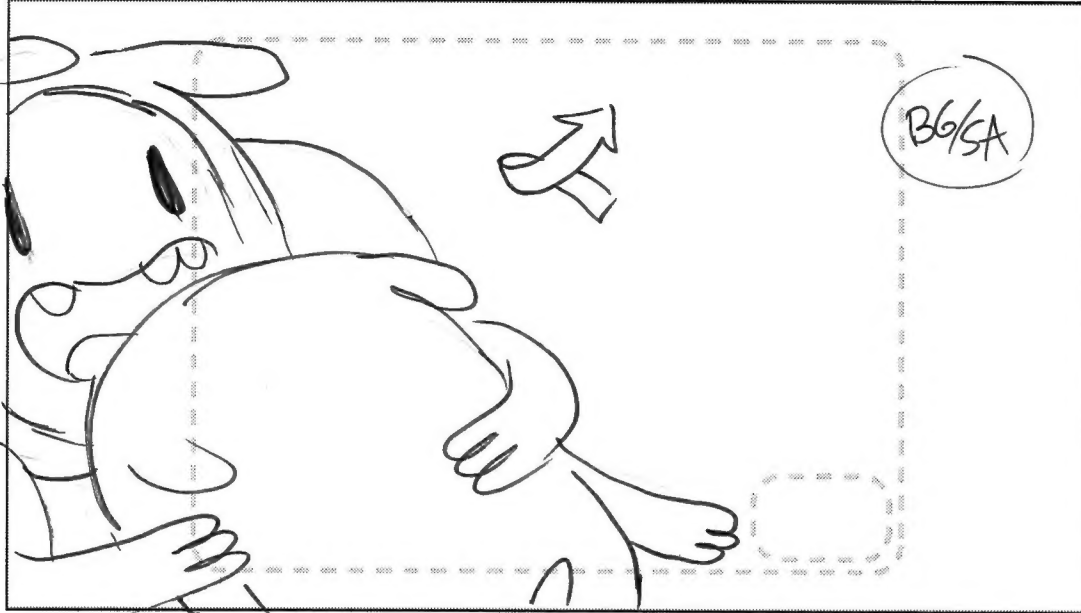
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ADVENTURE TIME

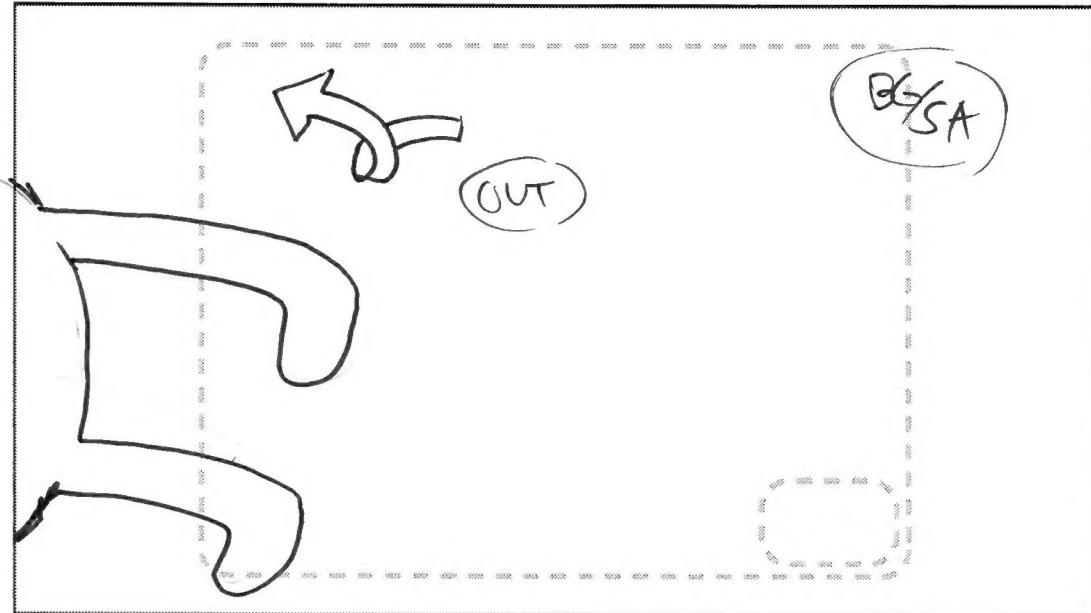


Page 281

Sc. 203 Pnl. F Bg. day night



Sc. 203 Pnl. G Bg. day night



Dialog:

(J:) → H H O U A A A A A A A

Action:

- Finn spins Jake offscreen.

Timing:

EPISODE #

1034-227

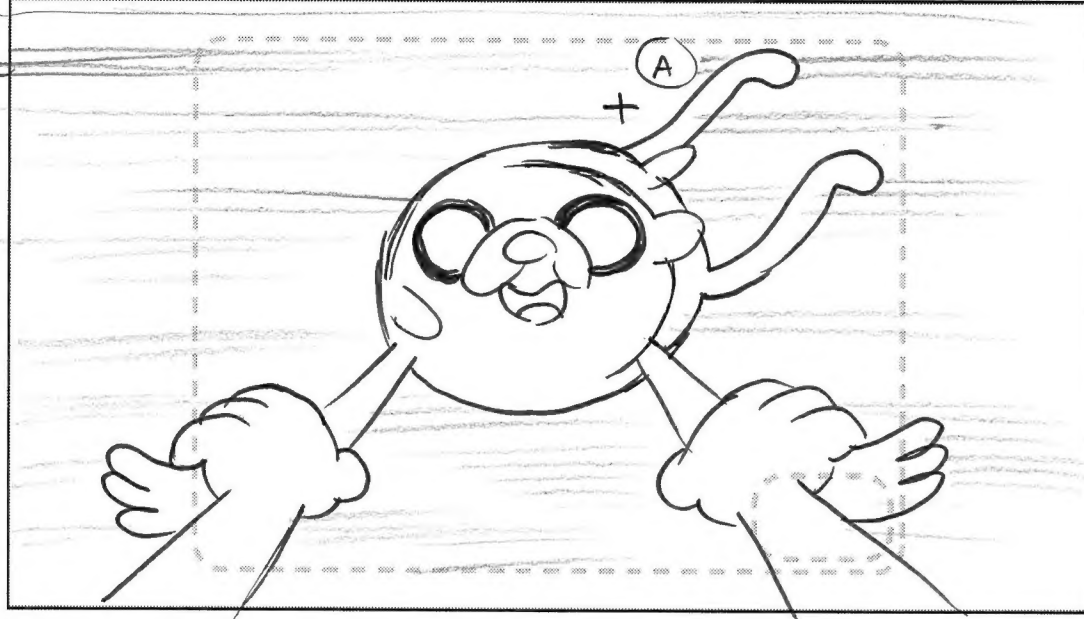
Production :

ADVENTURE TIME

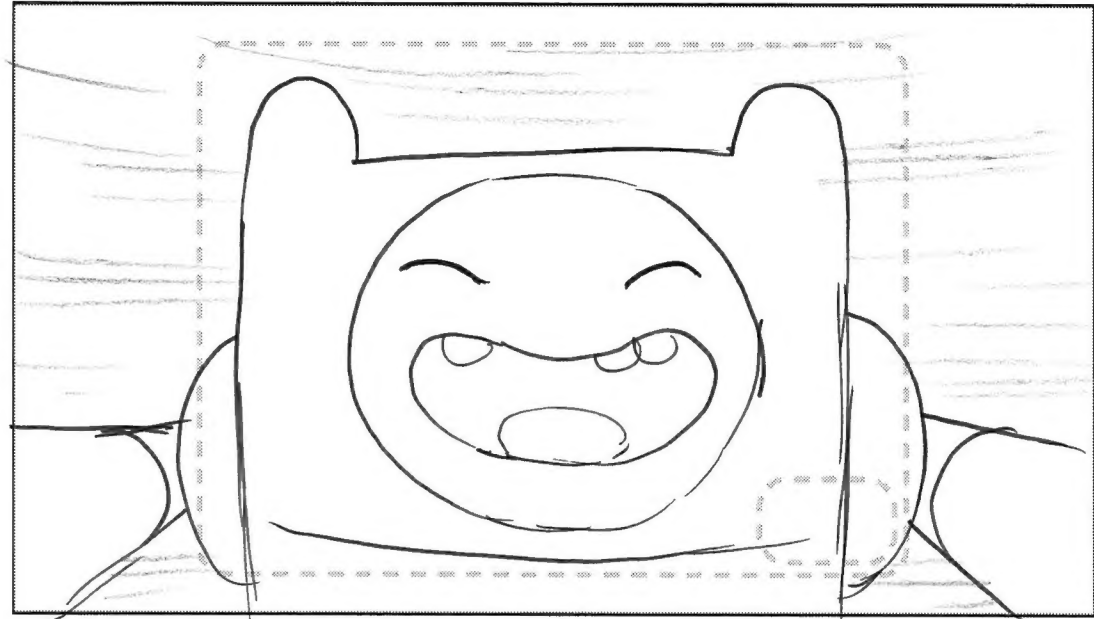


Page 282

Sc. 204 Pnl. A Bg. day night



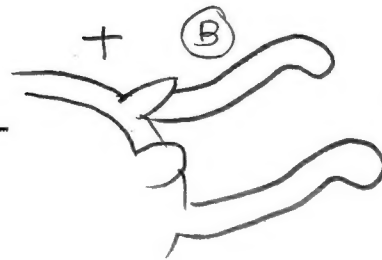
Sc. 205 Pnl. A Bg. day night



Dialog: (J:) *Haha* whoa - that musta
been some cave!

(FINN) *Laughing* →

Action: Jake's legs sway
(A)(B)(A)(B)



(F:)(cont.) → * AHAHAHAHA!! *

Timing:

1134-227

EPISODE #

Production :

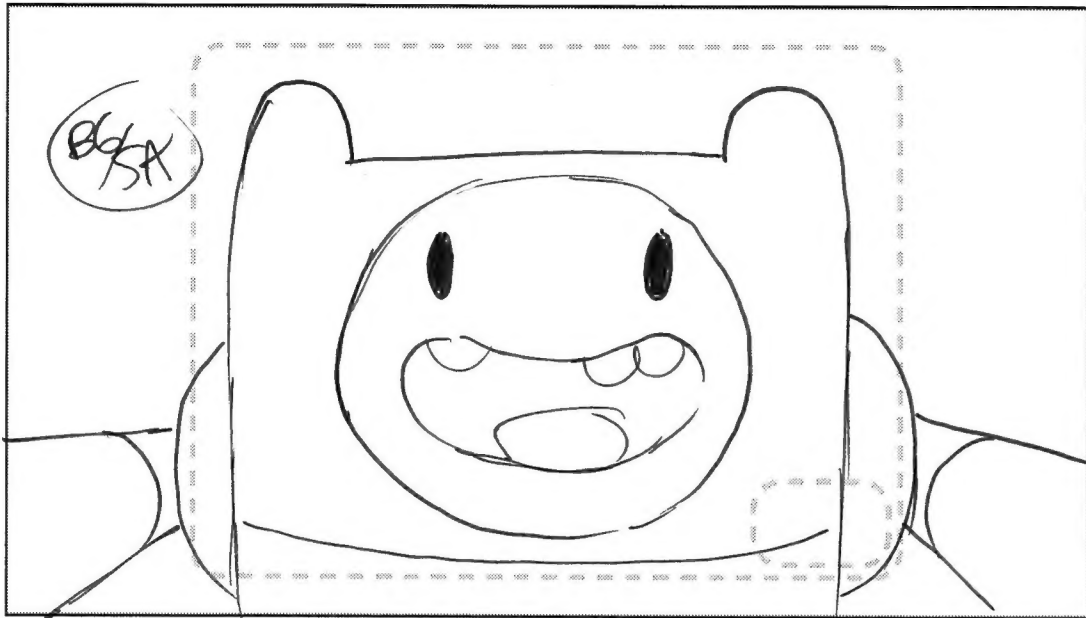
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ADVENTURE TIME

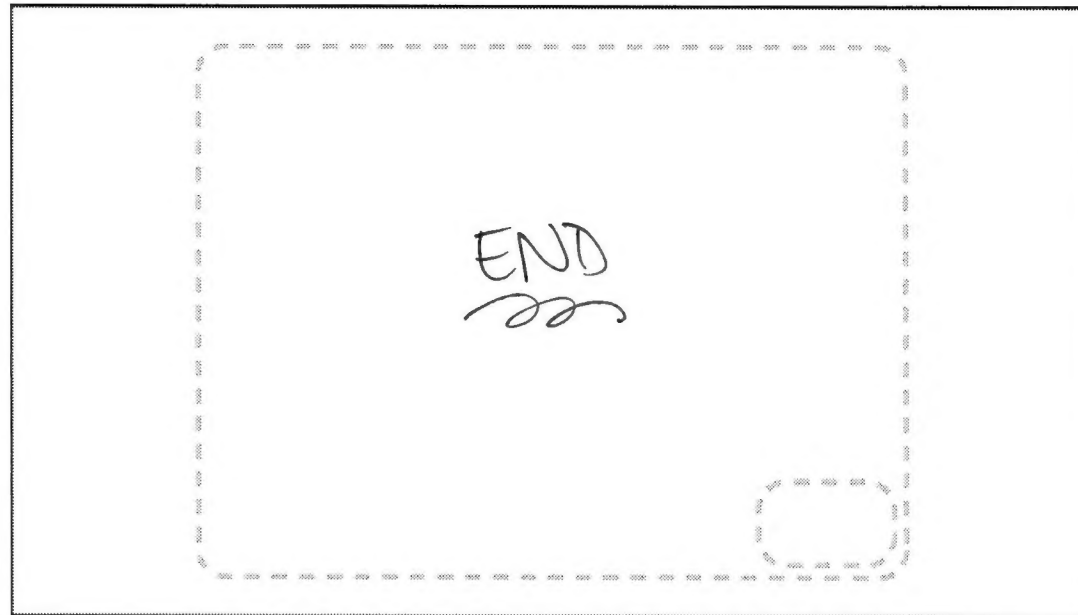


Page 283

Sc. 205 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) NO COMMENT!

Action:

Timing:

Production :

EPISODE #

1054-227